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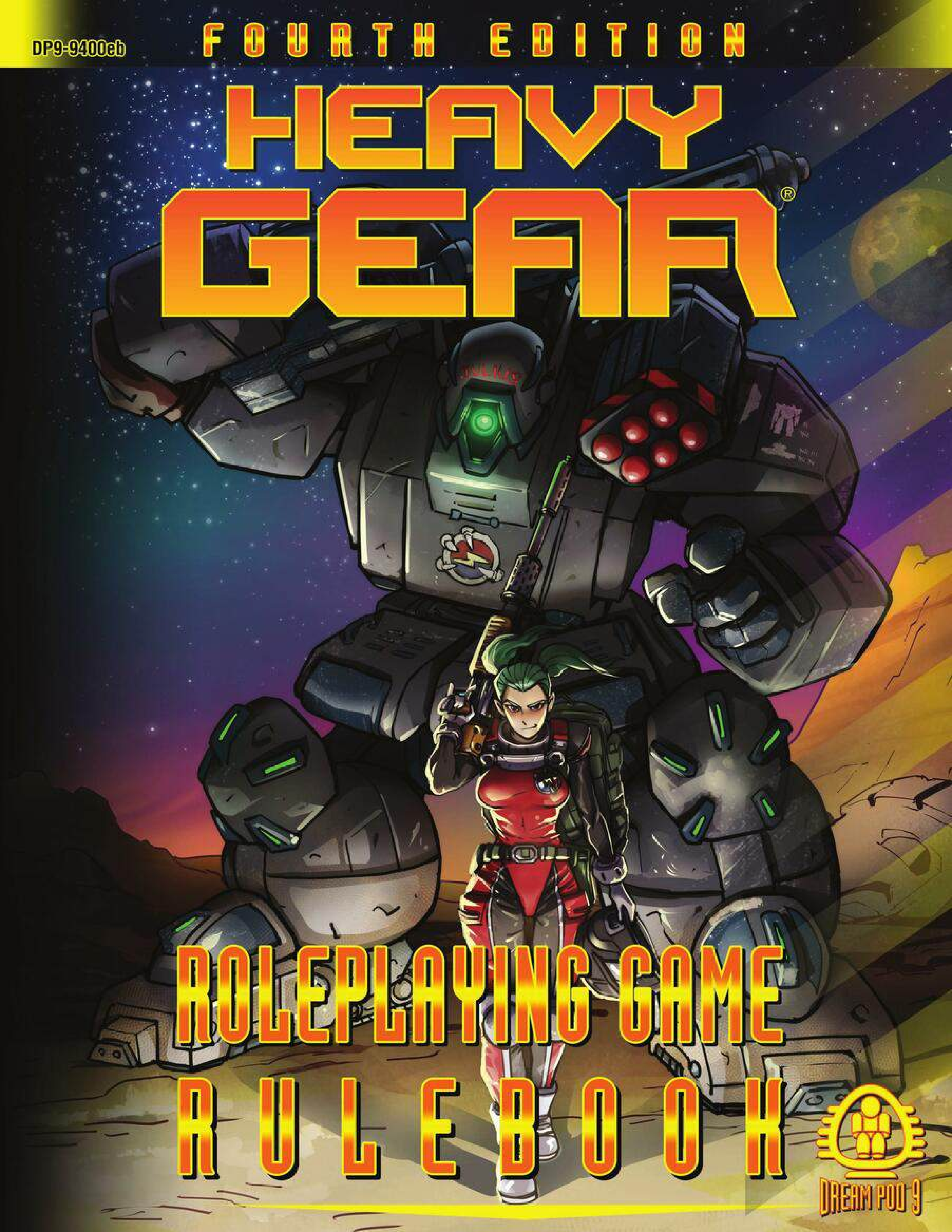
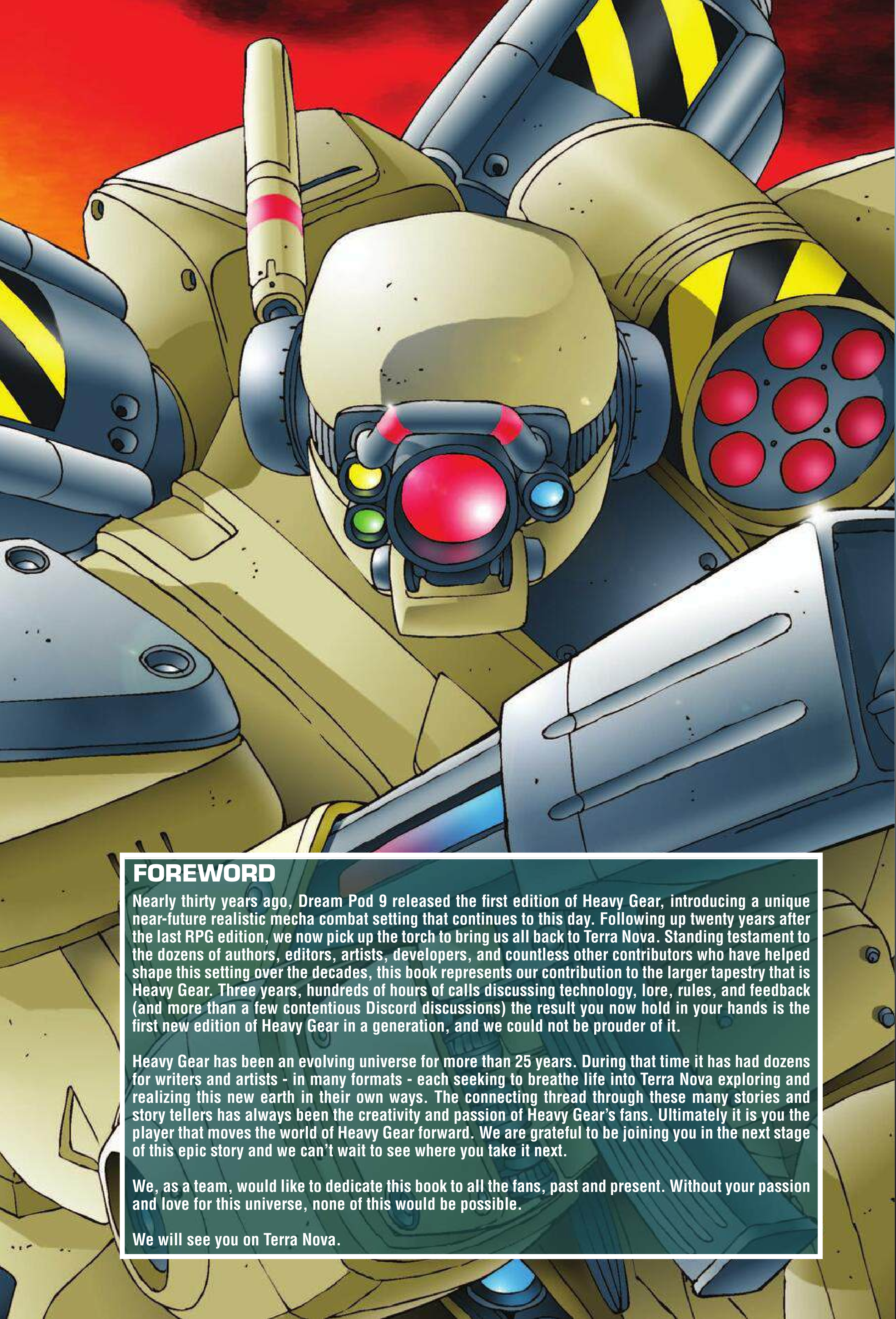
FOURTH EDITION

HEAVY GEAR®



ROLEPLAYING GAME RULEBOOK

DREAM POD 9



FOREWORD

Nearly thirty years ago, Dream Pod 9 released the first edition of Heavy Gear, introducing a unique near-future realistic mecha combat setting that continues to this day. Following up twenty years after the last RPG edition, we now pick up the torch to bring us all back to Terra Nova. Standing testament to the dozens of authors, editors, artists, developers, and countless other contributors who have helped shape this setting over the decades, this book represents our contribution to the larger tapestry that is Heavy Gear. Three years, hundreds of hours of calls discussing technology, lore, rules, and feedback (and more than a few contentious Discord discussions) the result you now hold in your hands is the first new edition of Heavy Gear in a generation, and we could not be prouder of it.

Heavy Gear has been an evolving universe for more than 25 years. During that time it has had dozens for writers and artists - in many formats - each seeking to breathe life into Terra Nova exploring and realizing this new earth in their own ways. The connecting thread through these many stories and story tellers has always been the creativity and passion of Heavy Gear's fans. Ultimately it is you the player that moves the world of Heavy Gear forward. We are grateful to be joining you in the next stage of this epic story and we can't wait to see where you take it next.

We, as a team, would like to dedicate this book to all the fans, past and present. Without your passion and love for this universe, none of this would be possible.

We will see you on Terra Nova.

Credits

Project Manager / Senior Editor

Robert Dubois

Heavy Gear RPG Line Developer

Nick Huisman

Writers & Rules Developers

Nick Huisman, Nathaniel Beach-Hart, Alex Jay, Spencer Taylor, David R Davis Jr., and Owen O'Connell

Short Story Writing and Editing

Kilian C. Landersman, Spencer Taylor, Alex Jay, Nathaniel Beach-Hart, and"Tibbsy"

Layout & Graphic Design

David R Davis Jr., Nick Huisman and Owen O'Connell

Copy Editing & Additional Writing

Nick Huisman, Nathaniel Beach-Hart, Alex Jay, Owen O'Connell, David R Davis Jr., Spencer Taylor, J. Cook, Jerson Traifalger, Alexander Rose, Aric Wieder, Benn Williams and The Rooster

Cover Artwork

Osborn Yu

Interior Illustrations & Coloring

Ghislain Barbe, Avelardo Paredes, Jason Geyer, John Bell, Javier Charro, Mariko Shimamoto, Paul O'Connell, Greg Perkins, Robert Dubois, Normand Bilodeau, Julian Fong, Jean-François Fortier, Charles E. Ouellette, Marc Ouellette, Eldon Cowgur, Pierre Ouellette, Jacob Fleming, Ivan Drukovic, Osborn Yu, Ellinthris Carter and Michele Mueller

Gears & Vehicle Design

Tony Balterra, Jason Geyer, Robert Dubois, Avelardo Paredes, Greg Perkins, Thomas Schossleitner, Mariko Shimamoto, Eldon Cowgur, and David Tauzia

Miniatures Sculpting

Philippe F. LeClerc, Luca Zampriolo, and Alain Gadbois.

3D Miniature Modeling

Tony Baltera, Taro Kawagoe. Andrey Zapoljskih, Lukasz Zieba, Yevhen Mikoliuk, Jason Geyer, Jeremy Ortiz, Thomas Schossleitner, Joe Whitlock, and David Tauzia

Miniature & Terrain Painting

Philippe F. LeClerc, Jean-Denis Rondeau, Angel Giràldez, Fritz Cat, Frank Washburn, and Alain Gadbois

Photos & Photo Editing

Robert Dubois and Frank Washburn

Silhouette System Designers

Marc-Alexandre Vézina, Stephane I. Matis, & Gene Marcil

Blitz! Concept

Philippe F. LeClerc

Gear Grinder Website

Samuli Aura

Dream Pod 9 Webmaster

Brett Dixon

Pod Squad Manager

Joe Johnson

Produced and Published by:

Dream Pod 9
5000 Iberville, Suite 329
Montréal, Québec, H2H 2S6
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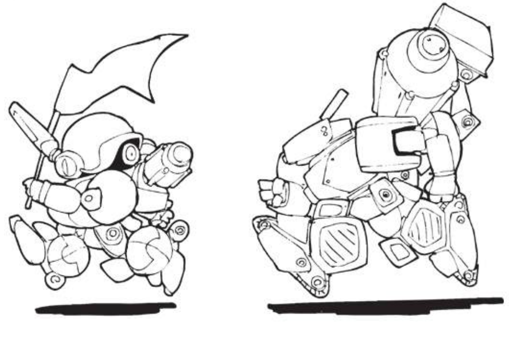

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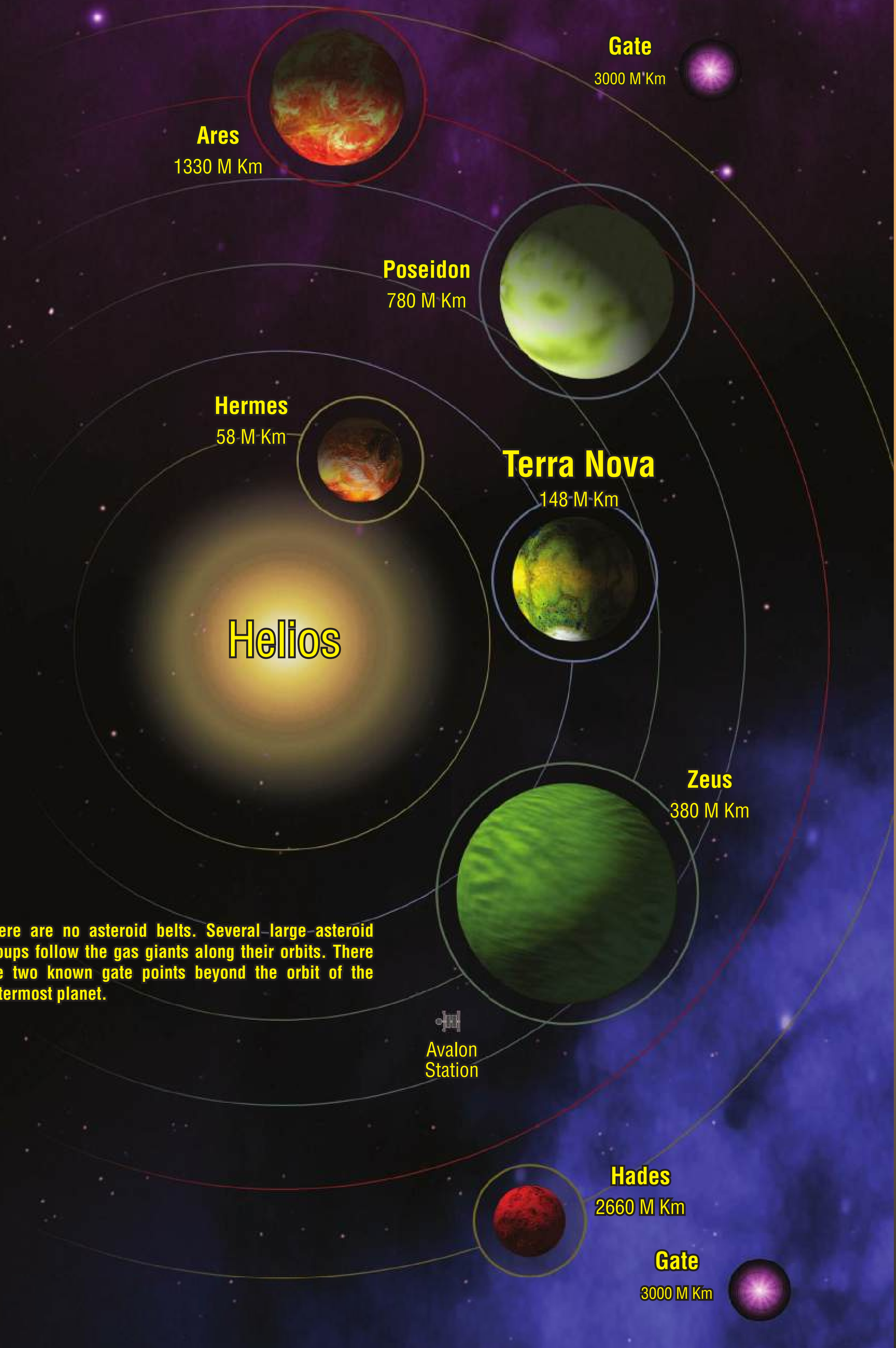
The Helios System

The Helios System is very similar to the Solar System. The inner planets are rocky, the intermediate planets are gas giants surrounded by tiny moons and the outer planets are composed of frozen liquids and gases.


Gate
3000 M Km
Ares
1330 M Km
Poseidon
780 M Km
Hermes
58 M Km
Terra Nova
148 M Km
Helios
Zeus
380 M Km
Avalon Station
Hades
2660 M Km
Gate
3000 M Km

There are no asteroid belts. Several large asteroid groups follow the gas giants along their orbits. There are two known gate points beyond the orbit of the outermost planet.

INTRODUCTION 01

THE WORLD OF HEAVY GEAR

Heavy Gear is set in the distant 62nd century, and imagines a world where humanity has colonized a handful of planets to ease population and resource concerns. However, this period of expansion has not gone without conflict. The focus of our story is Terra Nova, an arid world rich in resources whose control is contested by its inhabitants as well as external forces. This chapter walks through the major historical events that led up to the current times, and summarizes the current situation in the various powers.

HISTORICAL OVERVIEW

THE INFORMATION AGE

▷ **TN -3924 to -3550 (AD 1950 to 2217)**

Much of the events of the Information Age have been lost to time. What is known, though, is that it was during this era that humanity developed the first computer. It was marked by unchecked population growth, urban sprawl, and ecological upheaval. Its legacy, however, is far-reaching. Humans still use technology developed in this era for computing, communication and, eventually, extraplanetary colonization.

THE SPACE AGE

▷ **TN -3549 to -3264 (AD 2218-2421)**

The Space Age began with the launch of the first privately owned spaceship, the Edison. This ship did not serve any commercial purpose, but instead heralded the beginning of much broader space exploration. Vast space colonies were constructed, but settlements on Mars and Luna proved to be more succesful in the long run due to problems with human biology in zero-G. New vehicles allowed humanity to effectively and affordably mine the solar system for its resources, and the vast urban jungles of the past were converted to lush habitats full of verdant life. Despite the advances in human technology and quality of life, conflict and suffering were not things of the past. Aside from the uncounted people living in squalor and misery, the most notable example of this was the Martian Revolt. Mars, now culturally distinct from Earth, waged a war for its independence. While Mars would ultimately prevail, economically and socially the war was a disaster for both sides. Towards the end of this era the Earth began to noticeably cool. Some blamed this on the conflict with Mars and even claimed it was a deliberate Martian act. Others pointed out that this could be the beginning of a new ice age. The latter group was right.

THE SECOND ICE AGE

▷ **TN -3263 to -387 (AD 2422 to 4475)**

The Second Ice Age was the result of unexpectedly rapid cooling of the planet. The exact cause is heavily debated, but it is generally agreed that it was not part of any sort of normal planetary cycle. This period saw the human population move to the equatorial regions en masse as the ice encroached from the poles at an alarming rate. As this mass migration occurred, wars broke out over territory in a series of conflicts called the Emigration Wars. The rest of the solar system was quickly forced to become more self-reliant, although few colonies ever reached true self-sufficiency. Despite attempts to keep population numbers up, the human population on Earth declined to 2.2 billion within 570 TN cycles (400 years).

This period of human history saw significant societal upheaval. The mixing of various peoples forced a sharing of cultures that eroded many existing stereotypes. Aspects such as race and sexual orientation became nonissues in the survivors. Languages merged and eventually 78% of the population eventually came to speak the same language, Human Anglic. Another feature of the period was a rebirth of faith and religion. Traditional faiths expanded and new faiths, many of which centered around the end of the world, arose. This sparked a series of conflicts that lasted 2100 TN cycles (about 1500 years). Collectively called the Later Crusades, these conflicts saw the Council of True Faith, a coalition of nations adhering to older religions, fight a rival coalition built around the newer doomsday cults called the Compact of Revelations.

Early in the Later Crusades, a nation called Greater Samarkand rose to prominence as a neutral party. Greater Samarkand was humanity's most ambitious attempt to create a utopia, and saw massive leaps in technology and quality of life. However, this utopia eventually collapsed under its own weight. Much later, another nation-state called Kir Arya appeared. Kir Arya was founded after a coup ousted its Compact-aligned government, and they announced they would welcome anyone peaceful who wished to join them. The nation was eventually reconquered by a combined Compact/Council assault. The reason for this assault, and the reason Kir Arya is anything more than a footnote, is that Kir Arya's scientists were working on genetic experiments to create a new breed of human. This class of human, called Prime, was stronger, faster, and tougher than natural humans. Seen as an abomination by the rest of the world, these Primes became the target of a blockade and eventually an invasion. The military Primes, called Prime Knights, exacted a heavy toll on the attackers before finally being overwhelmed. The survivors were forcefully integrated into Compact and Council's forces, but their technology, abilities, and creation process were never recreated.

The chaos of this era also saw several major advances that would later define humanity. The first was the Argo project; an attempt by neutral nations to launch large spacecraft full of colonists at nearlight speeds to nearby potentially habitable worlds. A total of five vessels were launched before the project was abandoned. The other notable development was the discovery of time-space discontinuities, later called gates. These discontinuities allowed near-instant travel from a fixed point to a fixed destination if enough energy was applied.

THE SECOND RENAISSANCE

▷ TN -385 to -230 (AD 4476 to 4587)

As the first experimental propulsion systems built to allow ships to transit gates began construction, the ice finally began to recede. What followed was a frantic period of growth, as humanity tried to reclaim the territory it had lost to the merciless ice. The Lake Kennedy mountain arcology was reclaimed first for symbolic reasons, being the home of the long-lost Argo project which had ingrained itself in the human consciousness as a symbol of hope. This marked the official end of the Second Ice Age and the start of a new rebirth in science and culture. While for some this was a period of great growth and prosperity, for others it was a time of misfortune and stunted growth. Mars, for example, was unprepared for a resurgent Earth, and eventually fractured. With this renewal came a new eye towards space, and what lay beyond the gates.

In TN -348 (AD 4503), the leaders of the major world powers came together to create the Human Concordat, an international organization that offered the structure of a unified global government. The organization would become a resounding success as the majority of nations joined up, with the idea of a unified humanity offering a rallying cry for their people.

THE INTERSTELLAR AGE

▷ TN -288 to 492 (AD 4588 to 5103)

Development of gate technology continued under the Human Concordat until a human team was finally able to attempt a transit. The explorers found a binary star system with no world that was suitable for colonization. This new system, called Portal, was soon discovered to have another gate leading to a system with a marginally habitable planet, which was dubbed Caprice. While a young planet and only barely habitable, Caprice became the first world outside the Sol system to be settled by humans. Caprice was even home to native lifeforms, mostly concentrated in a massive trench. This trench was found to be the planet's most habitable zone, and it was soon filled with mining camps and exploration bases. While the discovery of a new world with alien life changed humanity in unimaginable ways, Caprice's greatest secret was yet to be revealed. The Caprician system was soon discovered to be littered with gate points. Explorers, sponsored by the Human Concordat, quickly began to explore these gates in earnest.

After about 100 Earth years of exploring these gates, another habitable world was found in TN -1 (AD4752). This new planet teemed with life, had a full atmosphere, and was rich in resources. The world would be christened Terra Nova. The planet rapidly became the target of miners, explorers, biologists, and other scientists who came to explore and study this amazing world. It was also a massive morale boost for humanity. No longer were people bound to one bountiful world. Instead, the whole galaxy was suddenly wide open for the taking. Some even refused to accept it was possible, saying that the planet was home to aliens set on destroying humanity, while others thought the discovery was a hoax by prospectors seeking to get rich. The majority dismissed these conspiracy theories, though, and focused on the propserity they thought could be found as humanity took to the stars.

COLONIZATION

▷ TN 493 to 1466 (AD 5104 to 5798)

In TN 493 (AD 5104), the first colony ship arrived on Terra Nova. Instead of just explorers and prospectors, it contained a full cross-section of humanity. Millions had volunteered, and Terra Nova soon buzzed with human activity. Initially the colonists were on rotation, but many asked to stay permanently. The prospect of colonization led to a new boom in exploration, and Terra Nova was soon joined by other worlds. Soon Atlantis, Home, Eden, New Jerusalem, Botany Bay, Jotenheim, and Utopia were all discovered and settled. Each developed its own culture and society as time went by. However, this was all only sustained through massive spending by the Human Concordat.

THE COLONIAL WARS

▷ TN 765 to 1533 (AD 5798 to 5846)

The constant drain supporting the colonies put on Earth's economy eventually resulted in a massive depression. Strained by the expenditures, Earth's population began to resent the colonies. The main purpose of the colonies had been to support Earth, and it struck them as wrong that Earth was supporting the colonies instead. An "Earth First" mentality began to develop, and soon politicians espousing this creed were elected into office. Critical subsidies and incentive programs were cut, leaving interstellar trade at a standstill. Efforts to privatize the shipping networks failed, and soon all travel came to a halt as the fleet of gateships that connected Earth to the colonies was mothballed. Some colonies tried to stave off this result, but almostall attempts were violently suppressed by Earth. This did not save the Human Concordat, which collapsed soon after severing ties with the colonies. The Colonial Wars were a war of words instead of a total war, but the result was no less catastrophic as the colonies found themselves cut off from critical trade while Earth fell into economic ruin.

THE AGE OF ISOLATION

▷ TN 1455 – 1913 (AD 5790 to 6117)

Terra Nova's Age of Isolation began when the last Concordat ship left the system. The ensuing cycles saw the planet descend into chaos as the outposts and cities soon found themselves competing for resources. With no unified government to help them, many of these cities became self-sufficient city-states with their own local industry and government. It was during this time that Mamoud Khodaverdi made his trek to Massada and founded the Revisionist faith. As new wars were fought, new alliances also emerged. City-states banded together into leagues, which fought each other for dominance in turn. In the North, three Leagues emerged: the Northern Lights Confederacy, Western Frontier Protectorate and United Mercantile Federation. In the South rose the Southern Republic, Mekong Dominion, Eastern Suns Emirates, and Humanist Alliance. Terra Nova's massive and wild equatorial desert, called the Badlands, effectively separated the two poles, but wars between them and each other still broke out.

Author's Note: Reading past this point will contain spoilers for some of the available adventures produced for Heavy Gear 4th Edition.

During one of these wars in the north, the United Mercantile Federation (UMF) found itself invaded by its neighbors. In a desperate battle at a city-state called Pioneer, Federation defenders armed bipedal construction machines called gears and thrust them into battle. Much to everyone's shock, the armed gears dominated the battle. This sparked the development of the first purpose-built combat gear, called the Hunter, by the UMF in TN 1674 (AD4 964). The Hunter design was then stolen by the Southern Republic in TN 1680 (AD 5951) and copies of it were used to subjugate the southern hemisphere. The Hunter was eventually mass-produced and proved a game changer in the north. In the south, the victorious Southern Republic formed the Allied Southern Territories (AST), purportedly an alliance with the other southern powers but in actuality a front for their subjugation by the Republic. In the north, efforts to unify against this new potential threats wis rebuffed.

Things changed after the UMF went to war with the Mekong Dominion and the AST joined the Dominion side. The Merchant War raged from TN 1686 to 1688, and the UMF was soundly defeated. Seeing the danger of the AST, the northern leagues soon formed the Confederated Northern City States (CNCS) in TN 1692 (AD 5959). Decades of sparring and buildup boiled over in TN 1723 (AD5981) when the St. Vincent, a crashed Human Concordat ship, was found with an intact cargo of Concordat era medical supplies. Both sides sent forces to secure the site, and a firefight erupted. A stray shot damaged the cargo, releasing a mutated virus that spread like a wildfire. While it had no effect on adults, within a season 5% of the planet's children were dead. Enraged, both sides blamed each other, and launched retaliatory attacks. With vengeance, not conquest as the goal, the war was brutal. The war, known as St. Vincent's War, only ended when both sides were exhausted and a peace treaty was signed. While the toll was high, the economic devastation did allow for the Badlands to grow as an economic power, with Paxton Arms being founded shortly after the war. Paxton, based in the city-state of Peace River, would soon be the largest weapons manufacturer on the planet.

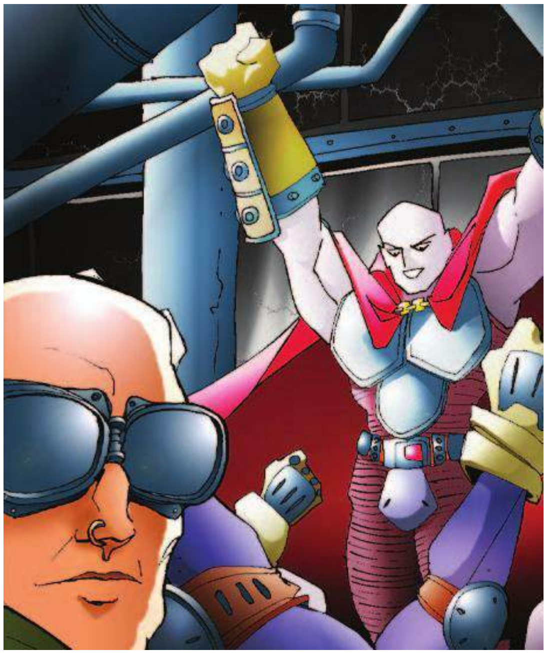
The next two centuries devolved into a cold war between the North and South. Saber rattling and low-level strikes were common. Brush wars like the "Sandstorm Strikes" kept both sides alert and well-armed. A political breakdown at the turn of the 20th century called the "Judas Syndrome" led many observers to believe a major war was on the horizon.

THE WAR OF THE ALLIANCE

▷ TN 1914-1917 (AD 6118 – 6120)

Unbeknownst to Terra Nova, Earth had also undergone a major upheaval during the Age of Isolation. The Third World War saw the rise of the New Eurasian Commonwealth (NEC) as the dominant power on the planet. The NEC, however, took over a planet on the brink of collapse. Resources were scarce and the environment was ruined. Earth needed the colonies back. The NEC did not expect the colonies to welcome Earth back with open arms, so it set about building an army to conquer them. The Colonial Expeditionary Force (CEF) was created and outfitted with the goal of bringing the colonies back into line, by force if necessary.

Their first target was Caprice, which fell without a shot being fired. The concentrated nature of the population and the threat of orbital bombardment made the planet capitulate quickly. Ahead of schedule and without any casualties, the CEF moved to its next target: Terra Nova. Believing the local powers would continue to fight each other and unconvinced that the modified construction walkers used by the Terra Novans would pose a threat, the CEF struck. Caught off guard, both the North and South reeled under the CEF onslaught. GREL supersoldiers and advanced hovertanks tore Terra Novan formations apart. This calamity, however, forced something to happen that many did not believe possible. Through a series of discrete meetings, a North/South alliance was forged. Fighting together, the two powers managed to claw their way back to a stalemate with the CEF. The stalemate finally broke when Paxton Arms, which was officially neutral, committed its private army in support of the alliance. The CEF forces were broken and fled the planet, though due to transport shortages, they were forced to leave many troops behind.



POST-WAR RECONSTRUCTION

▷ TN 1917 – 1936 (AD 6120 to 6133)

The War of the Alliance devastated Terra Nova. The cycles immediately after the war were focused on rebuilding. Paxton Arms began to play an active role in global politics and another Badlands power, the New Coalition (NuCoal) was formed. The CEF survivors set up the city-state of Port Arthur before joining NuCoal. This brief respite was not to last, and soon the North and South were back at each other's throats, returning to their antagonistic relationship in the absence of a greater threat. Things escalated when Thor Hutchison, Second Follower of the Revisionist Church and leader of the faith, was assassinated by a disgruntled Northern Lights soldier named Neel Garner Fulan. Hutchison's death became a rallying point, and many pointed to the South as the culprit, but others noted it was likely an internal political or personal problem that made Fulan pull the trigger. The situation was further compounded when the Southern Republic stepped into "assist" its neighbor, the Humanist Alliance, with a plague devastating its leadership caste. It was rumored, and later confirmed, that this plague was a deliberate ploy by the Republic to cripple the Humanists. The "assistance" was nothing short of a military takeover, and further incensed the North. Cooler heads did not prevail, and the North soon unleashed its armies on the South.

THE INTERPOLAR WAR

▷ TN 1936 to 1939 (AD 6133 to 6139)

The Interpolar War began when CNCS units moved to invade the AST. This was the culmination of cycles of hatred and bitterness, and the war was no less brutal for it. Northern units swept south, annihilating anyone in their way. Many point to events like the CNCS Vigilance and its battlegroup slaughtering fleeing cadets and using incendiary ordinance on civilian targets in the city of Aquitaine as examples of the barbarity of the conflict. The South responded quickly, but was caught fighting on its own territory, though they did eventually launch a counter offensive. In a daring maneuver, Southern units navigated the Badlands, avoided the Northern units there, and hit the North on its own soil. Cities were attacked, and the suffering in the South was soon mirrored in the North. While a moral and political victory, the strategic effect of this was minimal. NuCoal and Peace River stayed neutral in this conflict, though NuCoal forces did engage polar units in an effort to defend friendly settlements, and generally met with success. The Eastern Sun Emirates (ESE) were a particular point of interest, as many ESE Emirs actaully fought as allies to the North against the Southern Republic and Mekong Dominion. Humanist Alliance elements, particularly the revolutionary movements, also fought against the Republican invaders, but ultimately the Alliance was largely annexed.

After 3 cycles of war, both sides were exhausted, and Peace River offered to host peace talks in its city-state. Before the talks began, an antimatter bomb was detonated, destroying much of Peace River's above-ground infrastructure. A swift and brief investigation placed the blame at the feet of a "Scruffy Man," and evidence soon came to light that he was an Earth agent. This revelation was enough to inform the powers on Terra Nova that Earth was not done with them. Peace was formally declared in 1939, and the bloodiest war between the North and South was over.

During this time the NEC was expanding. Its assault on Terra Nova failed, but offensives elsewhere succeeded. Soon Eden, Utopia, Home, and Botany Bay were under its control, with Atlantis being a stalemate. The CEF reviewed what went wrong on Terra Nova and began to prepare for its next attack. One major aspect of this was an effort to keep the North and South occupied with each other so they would be weakened in a future conflict.

THE INTERWAR YEARS

▷ **TN 1939 – 1950 (AD 6133 to 6143)**

The first major event to occur after the Polar War was the founding of the Black Talon organization. This group would serve as both Terra Nova's first line of defense and intelligence gatherers offworld. The first Talon mission was to Caprice, and its results were shocking. The CEF was already preparing for a new invasion. New weapons and upgraded equipment were encountered but also dissenters within the CEF and its occupied colonies. Black Talon teams were soon sent off to the other occupied colonies, where they waged a shadow war against the CEF and forged new alliances with rebel factions and resistance movements on these worlds.

On Terra Nova, every league began to build up for the expected invasion. Despite the threat of a new war, internal issues wracked the planet. The North, particularly the Northern Lights Confederacy, experienced a new wave of religious fervor. In the South, political infighting disrupted the AST as the Southern Republic broke out into a short but brutal civil war.

The CEF was not inactive either. They staged assaults on the two remaining worlds they had not yet reached, Jotenheim and New Jerusalem. Exactly what happened is unclear, but both assault fleets were destroyed. Rumors say the Jotenheim assault was annihilated by overwhelming force; a terrifying prospect given that the assaulting fleet was the CEF's best and strongest. The situation on New Jerusalem is even more confusing. A handful of communiques came through implying mass mutinies and unexpectedly heavy resistance. Despite this, the CEF began to build up a new assault force for Terra Nova. This a massive raid, codenamed Operation Icarus, into Terra Novan space and inserted forces onto the planet to pave the way for the invasion.

THE WAR FOR TERRA NOVA

▷ **TN 1950 – 1954 (AD 6143 to 6146)**

The second CEF invasion began in mid- TN 1950. The CEF launched a massive planet wide assault with controlled orbital bombardment of key targets. Clearly learning their lesson from the last war, the CEF was not going to allow the North and South to create a unified front. In the Badlands, the remnants at Port Arthur were torn apart in civil war as CEF loyalists took control. While NuCoal was able to retake the city, it took most of the nation's small military force to do it. In the North, assaults tore hard into all three leagues. The Western Frontier Protectorate (WFP) lost one of its main military bases early, while the UMF saw its industrial heartland threatened and the Northern Lights Confederacy (NLC) came under attack on multiple fronts. The NLC assault included an attack on the city of Sorrento, home of Revisionism and center of the church. Unwilling to let it fall, the NLC committed everything it had to protect the city. The Battle of Sorrento soon turned into a cauldron, as units from both sides were poured in and ground into dust. The NLC did eventually claim the day, but at great cost. The WFP and UMF jumped on the opportunity this offered, as CEF units moved away from their regions to support the meat grinder in Sorrento. The WFP's daring airborne forces used near-suicidal tactics to force to break the CEF occupation, while UMF unleashed tactical nuclear and biological weapons on the invaders. In the South the CEF assaults were somewhat less successful, as the initial maneuvers broke through AST defenses but counterattacks kept the CEF from exploiting its gains. Of particular note was the CEF failure in front of Mekong City, which spoiled any CEF chances for attacking the Mekong Dominion for the time. The end of the first phase of the invasion came in TN 1951 (AD 6144) when CEF units attacked the NuCoal city of Temple Heights. Supported by MILICIA and WFP units, the NuCoal defenders routed the CEF assault and dashed Earth's hopes to establish a permanent foothold outside the South.

TN 1952 (AD 6145) saw the arrival of the second wave of CEF invaders. Drawn largely from the conquered colonies, this new reserve of troops gave the CEF an opportunity to force the issue in the South. The CEF reassigned forces away from the Northern fronts and threw everything at the Southern Republic. CEF commanders believed that if they could defeat the Southern Republic, they would break the South and secure a beachhead that would be nearly impossible to dislodge. They were right.

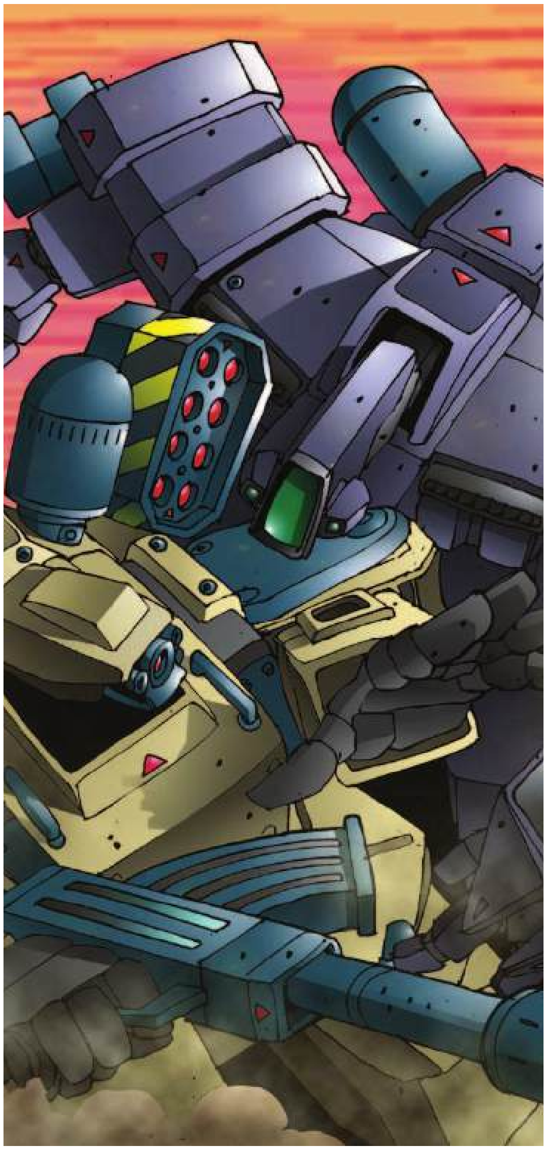
CEF units secured many Southern Republic cities along the Lake Esperance region. Ashanti, Ankara, Port Oasis, Siwa Oasis, and Marabou all fell under the CEF's control. The Southern Republican army was forced to switch from an aggressive defense to a desperate guerrilla war to hold on to what was left. Seeing the Southern Republic on the ropes, CEF units rolled into the Free Humanist Alliance (renamed after its conquest by the Southern Republic) and soon forced it to capitulate. The CEF also attempted to make peace with the Mekong Dominion, but Mekong leadership, seeing no profit in such an arrangement, refused, their Dominion pride intact. The Dominion and the CEF have been locked in a stagnant war of attrition, with both sides claiming advances measured in meters at best. The Eastern Sun Emirates became a haven for Southern units fleeing the devastation. Scattered MILICIA legions, Southern Republic regiments, Humanist formations, and even trapped Mekong Peacekeepers all fled to one of the last free regions in the South. Regent Nigel Shirow became a figurehead for resistance in the South as he rallied units from all the AST members to his banner, though the absence of his wife, the person that gave his claim to ESE leadership legitimacy, has proven an issue. Time will tell how this affects Shirow's position, and already rumblings amongst some other ESE leaders have suggested removing him.

In the North the UMF attempted to rebuild its crippled infrastructure, but a massive number of displaced citizens caused a crisis over housing and food. Into this vacuum, corporations began to assert an even greater role, offering the displaced people work and housing in exchange for exploiative contracts. The WFP was exhausted militarily after the battles of Fort James and Temple Heights, and is taking in large numbers of refugees from the other northern leagues and even the Badlands. In the NLC, cooler heads began to question the religious zealotry that had taken root, after that passion saw Sorrento turn into a ruin. NLC leadership shifted behind a new figure, Adrianna Xing. This has caused a rift in the NLC and CNCS leadership, as more fundamentalist groups continue to stoke the fires of religious fervor. Riots, bombings, shootings, and other violent acts began to rise and many questions whether a civil war is on the horizon.

NuCoal, shaken by the coup in Port Arthur at the start of the war, began a concerted effort to root out Earth sympathizers and traitors. The aggressiveness with which they have done this has raised concerns about this being a witch hunt, and some suggest its being used to remove political rivals. NuCoal has also recently been disrupted by the death of Colonel Arthur, military dictator of Port Arthur and the nation's nominal figurehead. Peace River was a central target of the CEF assault, and the ruins of the old city-state have become a hub of PRDF units fighting to keep the maglev lines open. Rumors of CEF formations annihilated around the Peace River Protectorate run rampant. After the fall of the Southern Republic, CEF commanders began to send raiders more aggressively into Peace River territory. Peace River's military forces are stretched thin protecting infrastructure and hunting raiders, and Small towns and outposts normally reliant on Peace River for protection against bandits and aggressors soon found themselves alone, forced to hire mercenaries or use local deputies for protection.

Notable by their seeming absence are the Black Talons Designed as Terra Nova's first line of defense, the lack of visible Talon operations and support on the planet caused great strain on their relations with the nations of Terra Nova. Reports of Talon units operating in space were small comfort to people whose homes were being bombed on planet. Rumors of Talon units whisking away military units to places unknown further eroded the Talons' image. Officially the Talons' leaders replied with "No Comment" to questions about their activities.

Despite their success, the CEF position was not as positive as it seemed. The CEF occupied much of the Southern Republic and Free Humanist Alliance but large numbers of troops, mostly colonial auxiliaries from Eden, Caprice, and Utopia, were needed to hold it down. Disturbing reports of these colonial units' actions seemed to imply that not all of them were acting with Earth's interests first. Some defected or deserted, while others seem to be advancing their own agendas. Active fronts drained CEF line units and prevented their use in garrison duties. The CEF has resorted to attempting to recruit local forces ot aid in its offensives. In space, the CEF fleet failed to bring the Terra Novan space forces to a decisive battle, and Black Talon raids have destroyed or even captured lone CEF ships. Gate traffic is also higher than it should be for the CEF supply effort. This implies that somebody, most likely the Black Talons, are moving assets into or out of the system to destinations unknown.



LIFE ON TERRA NOVA

PLANETOLOGY

Terra Nova orbits the inside of the life support zone of Helios, a G5 (yellow) star officially cataloged as Eta Trirnenia on star charts. Helios lies more than 3980 light years from Earth, in the direction of the galactic core. The planetary temperature average is hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet only has a 3° axial tilt, the seasonal temperature differences are very minor; Terra Nova's winters are only 5° C cooler than its summers on average.

Terra Nova is orbited by three moons. The largest, Hope, is only slightly smaller than Earth's Moon and circles Terra Nova at a sluggish pace, completing an orbit once every 24 Terra Novan days. It has no atmosphere and is largely barren, with only a few mining and research installations on its surface. The other two moons, Faith and Charity, are small chunks of ice and rock that were probably captured by the planet's gravitational field a long time ago. A handful of mining installations and military outposts have been set up on these moons, typically jointly administered by one of the polar alliances.

Terra Nova is the second of six planets. Starting from the star, the others are radiation-burned Hermes, the gas giants Zeus and Poseidon, and the frozen gas planets Ares and Hades. These planets are home to space stations and small research outposts, but none of them have a permanent population.

TIMEKEEPING

Terra Nova spins on its axis once every 37.2 Earth hours. To allow Terra Nova to use the same seconds and minutes as Earth, each Terra Novan hour is 62 minutes long. The Terra Novan day is thus 36 Terra Novan hours long, with midnight being 00:00 and noon being 18:00. Most of the planet's polar inhabitants have adapted to the longer days by sleeping for ten hours every night and napping for two hours around noon. Denizens of the Badlands usually split their day into two 18-hour half-days. Badlanders sleep in six-hour periods around noon and midnight, when the temperature is hottest and coldest, respectively.

Terra Nova orbits Helios once every 168.2 days (260.7 Earth days). The 168-day cycle is divided into four 42-day long seasons: Winter, Spring, Summer and Autumn. Each season is divided into six 7-day weeks. The days of each week are labeled in the same manner as Earth weeks, beginning with Sunday and progressing towards Saturday. Approximately once every five cycles, a leap year occurs, and one extra day is added to the end of the cycle. This day, called Interannum, is a universal holiday across Terra Nova. Although each region celebrates the holiday in a different manner, most Interannum festivities resemble frenzied New Year's parties.

Terra Novan dates are expressed by day, season, and cycle. Day 1 of cycle 1 in the Terra Novan calendar is April 3, 4752, the first winter solstice after Terra Nova's discovery less than a month before. Like Earth's calendar, there is no year zero. Thus, by this calendar, January 1, 6132, would be 10 Winter TN 1933 (Terra Novan Time). January 1, 1995 would be 41 Autumn TN -3862.

GEOLOGY

Terra Nova is about four billion years old, judging from the latest geological surveys. It has limited tectonic activity, and only a few dozen active volcanoes, mostly located in the Badlands' mountain ranges (most notably in the region known as the Great White Desert). These few volcanoes can be quite dangerous because they tend to spew out a corrosive ash known as white sand. The planet did have a violent geological past at one point, as proven by the tall peaks that ring both the Northern and Southern hemispheres. It is theorized that the internal fires "powering" the planet have greatly diminished over the centuries due to a lack of decaying radioactive material in the core.

Terra Nova's diameter is 12,420 km, slightly less than Earth's. On the other hand, Terra Nova is somewhat denser, giving it a surface gravity of 1.09 G. Its core is made up of molten rock with an iron and nickel center similar to Earth's own. The surface of the planet is made of tectonic plates similar to the ones of Earth. On average, they are larger than Earth's plates, with a notable exception being the northern polar regions where the intense activity fractured the continental plate into dozens of smaller ones, producing that region's extensive mountain ranges. Although these plates are in motion, they slide extremely slowly over one another.

The planet's crust is primarily composed of silicate and iron compounds, and is rich with various metals and metallic oxides. The upper layers of the crust feature several large regions with a porous texture similar to a huge sponge, producing the vast cave system known as the MacAllen network.

GEOGRAPHY

Although any one region presents a diversity of terrain and climate, Terra Nova's overall geography is extremely stratified. The weather is notably hotter than Earth's, and desert climates are ubiquitous. A general rule is that Terra Nova is 10 degrees Celsius (about 20 Fahrenheit) hotter for a given latitude than early 21st century Earth. Towards the poles, the climate becomes milder, with dense vegetation covering the land. The planet's surface can thus be broken down into several climatic zones.

The northern hemisphere consists mostly of vast forests and valleys nested between mountain peaks. Lakes and rivers testify to the presence of a deep underground water network. Vast, grassy plains and rolling hills provide a great deal of fertile land. Most of the hemisphere is temperate thanks to the micro-climate created by the mountain ranges surrounding it, and a small amount of tundra even exists close to the pole.

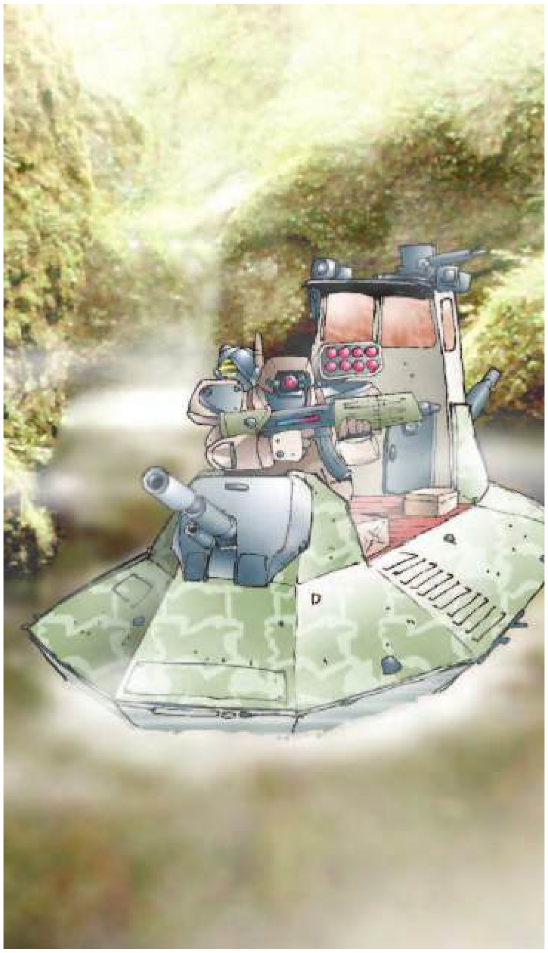
The four treacherous deserts that line the hot equatorial region of the planet are collectively known as the Badlands. Here, nature exposes the most arid yet beautiful landscapes of Terra Nova, ranging from endless dune seas, scrub deserts banded by savannahs, expanses of rock and stone, and sand-swept stony plateaus. Life is harsh in the Badlands, but humans, flora, and fauna have all adapted.

Acting as an interface between the dry deserts of the Badlands and the more hospitable regions of both polar hemispheres, the vast grassy fields known as savannahs are breathtaking in their wild beauty. They feature a hot but bearable climate that is home to a large number of animal and vegetable species. Deep, steamy jungles are typical of the landscapes found in the low basins of the southern hemisphere. A relative abundance of water and the hot winds blowing unimpeded from the equator give a rich tropical climate to most southern regions. Swamps are also common in the south, along with large lakes, making it the only place on Terra Nova in which water travel is common.

HYDROGRAPHY

Over 85% of the planet's surface is composed of solid ground. The remaining 15% is water, which is scattered in thousands of small lakes located in the two hemispheres, of which only Lake Esperance in the south comes close to being a true sea. Shallow seas once covered much of the planet's surface, but since millenia ago they have been drained into an underground hydropgrahic system. An extensive cave network runs throughout the upper crust of the planet, circulating the precious water from place to place. The hydrosystem, referred to as the MacAllen Cave Network (after Jak MacAllen, the explorer who first discovered it), experiences tides and currents, and boasts a wide range of unique flora and fauna.

Very little of the cave network has been explored and mapped at present, and only the upper 17% of the planet's water network has been visited by Terra Novan explorers, with another 12% mapped out by small automated crawler drones. Although the mapping effort was stopped because of the war, additional funds for a renewed exploration program are curiously withheld by the various governments, with no explanation forthcoming.



LIFEFORMS

Terra Nova is teeming with indigenous plants and animals, and has been since its discovery. Most Terra Novan life is highly compatible with Earth's lifeforms, meaning humans can eat (and be eaten) by a wide variety of Terra Novan fauna. Terra Nova's plant life is also very similar to Earth's, although it tends toward much larger sizes - five-meter grass-stalks, for example. Most vegetation resembles ferns, grasses, and vines, and is somewhat primitive by Earth's biological standards. Animal life is diverse, but does not completely conform to Terran divisions. The lines between insects, reptiles, and mammals tend to blur, at least to casual observers. Many Terra Novan creatures exhibit a characteristic three-canine maw (two lower canines and a central upper one). Some introduced Earth species have found ecological niches, especially in the South where mosquitoes, wallabies, and even cats thrive. No other intelligent life aside from humans exists on Terra Nova or on any other world humanity has claimed. Some Terra Novan scientists claim that the Go-Ki, a humanoid reptilian creature, display indications of potential intelligence such as crafting tools, but most simply brush off the claims.

Terra Novan plants and animals have a different protein structure than Earth native species. Consuming these proteins causes an effect not unlike that experienced by someone with a serious lactose intolerance after consuming dairy. While not life-threatening, it is very unpleasant. Terra Novans have adapted using controlled bacterial and enzyme therapy as part of early childhood medical procedures to remove this effect, but off-worlders are not prepared.

PEOPLE

The 400 million or so humans on Terra Nova are not too far removed from their ancient ancestors. They grow up, marry, have children and careers, and eventually pass on. Of course, there are hatreds, stereotypes, and discrimination but, due to the nature of Earth's second ice age, these take a different form than in the past. The ice age forced billions into a crowed melting pot around Earth's equator for thousands of years. This cultural, genetic, and social blending allowed humans to move past most of their old problems. Concerns over race, ethnicity, gender, sexual orientation, and gender identity all basically disappeared. On Terra Nova these have been replaced, however, with problems relating to national origin and geographical stereotypes. A typical Northern citizen would find no issue with a dark-skinned man named Takato who had a gender swap surgery and treatment. However, if Takato was from the Southern Republic, that national rivalry and hatred would be the source of tension and discomfort.

Lifespans are consistent with most of Earth's history. with most people living to around 110 cycles (77 years or so). The mortality rate is higher, though, due to some of the more dangerous elements of the planet like the climate and wildlife.

TECHNOLOGY

Terra Novan technology has a rugged pragmatism to it. Designs that might be considered simple or even backwards are common to ensure they survive the planets harsh conditions. At some points in human history the television, or its equivalents, may have been almost paper thin. On Terra Nova the trideo, the equivalent to the television, is larger and bulkier to ensure it can continue to operate.

VEHICLES

Vehicles are perhaps Terra Nova's great strength. Gas-engine cars and trucks are a common sight on the streets of any city-state. Large maglev trains snake across the Badlands, hauling people and goods across vast distances. Bipedal platforms called gears are used for construction or space work. Aircraft are less prevalent. Small VTOL craft make regular appearances, but large fixed wing aircraft are relatively uncommon. Craft designed to operate in the Badlands are often called Hoppers. Combat vehicles mostly follow the typical norms throughout human history. Tanks, APCs, and IFVs are all still used by everyone, but the heavy gear is a new addition. heavy gears are a uniquely Terra Novan innovation, and stand as the first real mass-producable combat walkers. These vehicles offer a happy medium between an infantryman's flexibility and a tank's durability. Due to their nature as compromises between the two, tanks and infantry are still used alongside heavy gears in a combined arms doctrine.

MEDICAL

Medical technology on Terra Nova is not particularly advanced by the standards of the time. Genetic therapy, though expensive, is available for most genetic issues, and even allows for same-sex couples to have children. Cloning allows for the growing of replacement organs and limbs, although cybernetics are available as well. Body modification is also possible, allowing for skin and hair color changes to exotic colors and even changing the facial structure of a patient.

COMMUNICATIONS

Communications on Terra Nova seem to the casual observer to be less advanced than the standard on other worlds, but the opposite is true. Data processing and access to data are just as powerful and prevalent as anywhere else in human history. The difference is a focus on reliability and durability that can give technology a simple appearance. The vast nature of Terra Nova, as well as the wealth of minerals and planetary conditions made long-range communication hard. It was possible to use satellites to bounce a signal, but this limited traffic to the point of making the simple act of performing a voice call with someone in another hemisphere either impossible or extremely expensive. Short range communications are often accomplished through extremely powerful devices. Computer networking is limited, with no worldwide connections between devices. Each city-state maintains its own data network and repositories that can be accessed wirelessly, though most Terra Novans have an appreciation for more rugged hardline systems.

In the aftermath of the first Earth invasion much of Terra Nova's orbital infrastructure was lost. However, the invaders did leave behind a sophisticated communications network called the Hermes-72 which has been coopted by the Terra Novans. This effective reset in communications hardware with a planetwide network has allowed a new renaissance in communications and entertainment. Now trideo shows, calls, and data connections over large distances have become much more common. Worldwide entertainment, music and 36-hour news saw a resurgence. Recent developments have even allowed the ancient "smartphone" concept to be reborn. Despite this, city-states have remained isolated from each other in terms of data connection for the most part. Enterprising individuals have taken advantage of this by doing things in one city-state and relying on it not propagating to other networks. Several legal battles are occurring due to less than scrupulous individuals acquiring something, copyrighting it in another city, and then trying to sue the original creators. Digital money, often in the form of a debit or credit card, is very common in the major city-states, although many settlements in the Badlands tend to prefer physical currency or barter.

THE POWERS OF TERRA NOVA

Most of Terra Nova's people live in city-states. These city-states are the largely self-sufficient descendants of the original colonial era outposts. Isolation and war have forced them to have large amounts of internal manufacturing, food production, and data storage capability.

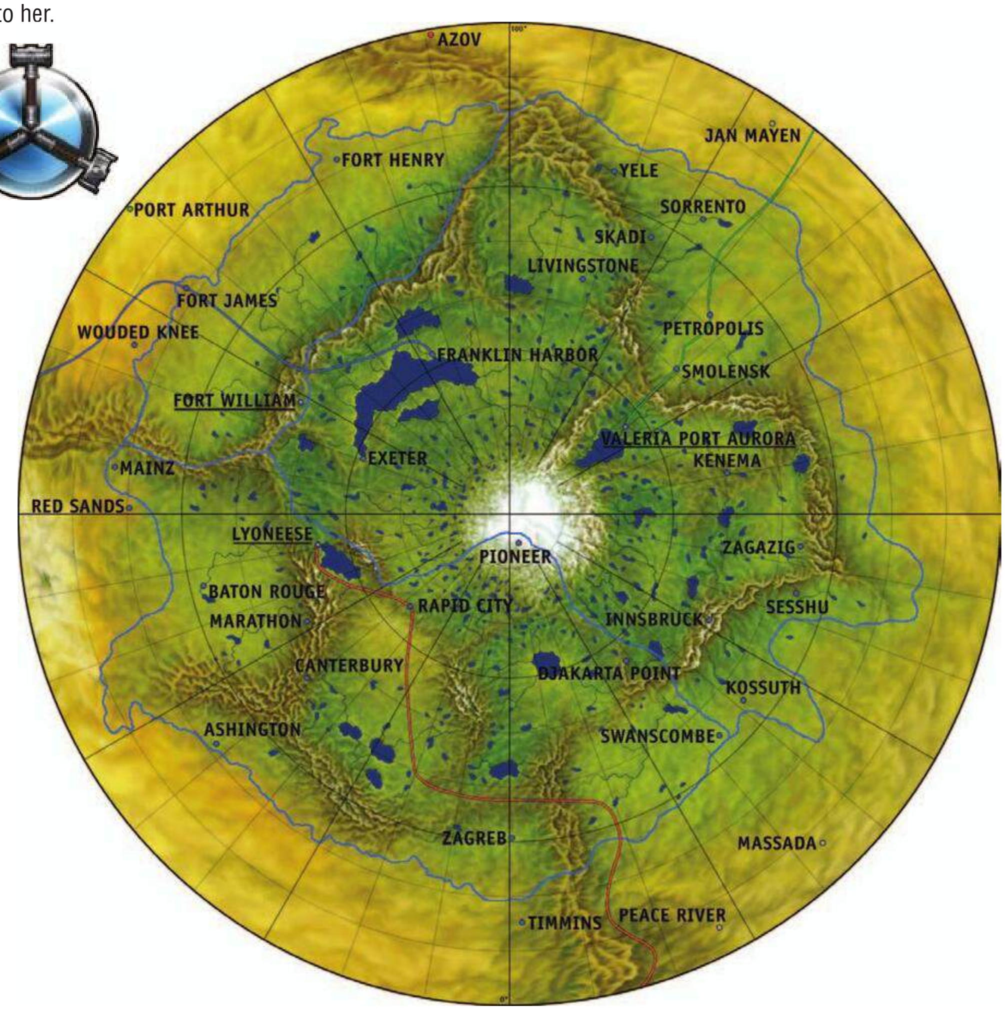
Most city-states are in the polar regions where the climate is more moderate. Badlands city-states have a reputation for being uncompromising, but also offering vast wealth to those to settle in them and mine the Badlands. Many city-states have, over time, joined together in leagues, which form the core nations of Terra Nova.

THE CONFEDERATED NORTHERN CITY STATES

The CNCS (an acronym usually used in place of the full name) is the military alliance that dominates the Northern Hemisphere, and includes several Badlands settlements. The CNCS, sometimes just called the North, was founded after the Merchant War when the United Mercantile Federation in the north fought the Mekong Dominion in the south over resources in the Badlands. The Dominion was backed by the full might of the fledgling Allied Southern Territories and was able to soundly defeat the Federation. Seeing the danger this new titan in the south posed, the three northern leagues united into one power bloc.

The CNCS is not a single nation, but instead an alliance of nominal equals. The Northern Lights Confederacy, Western Frontier Protectorate, and United Mercantile Federation, as well as the nonaligned Badlands city-states, are allotted votes with which to influence CNCS policy. The Confederacy and Federation are the two dominant partners, but both often must court the Protectorate and the city-states for votes on issues. All members contribute funding to the CNCS, which is used for CNCS administration as well as funding a central military force, the Northern Guard.

The Northern Guard is recruited from across the North, and is primarily used to guard the CNCS's borders against raiders or southern aggression. In peacetime it consists of a small force of well-equipped, trained, and motivated professional soldiers. During times of war, the league militaries are folded into the Northern Guard. This process is largely seamless as all the northern armies use compatible rank structures, paperwork, equipment, and organization. This gives the Guard a massive pool of troops, as well as a centralized leadership. The Northern Guard's highest ranks, however, are currently in crisis as the previous commander, Victoria Edden-Smythe was dismissed after the disastrous operations around Sorrento. Some claim that the Chief Justice of the CNCS, Winston Stark, had her removed for political reasons. Edden-Smythe was sent to join the Westphalia Cabinet and oversee the North's interests in the Black Talon program. Her departure has met with unrest within the Guard, as she was a beloved commander and many officers felt personally loyal to her.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FRANKLIN HARBOR
SMOLENSK
FORT WILLIAM
VALERIA
PORT AURORA
KENEMA
MAINZ
EXETER
RED SANDS
LYONEESE
ZAGAZIG
PIONEER
BATON ROUGE
RAPID CITY
SESSHU
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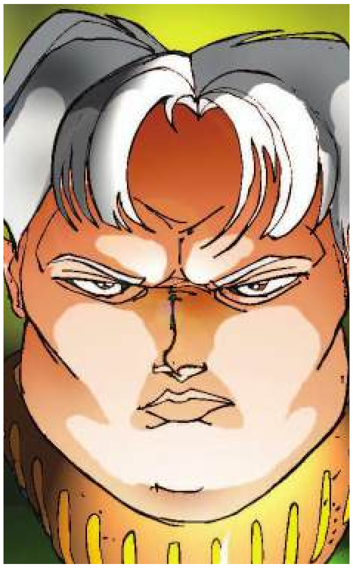
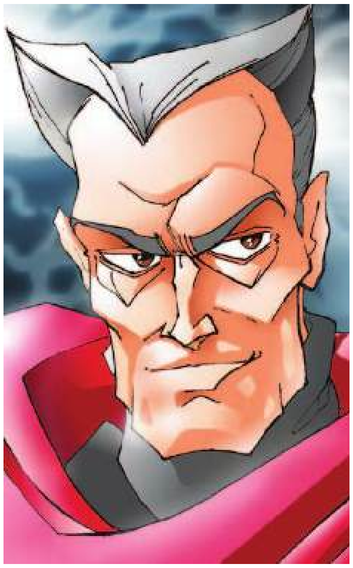
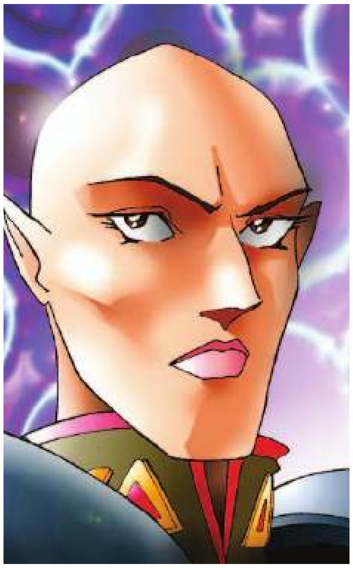


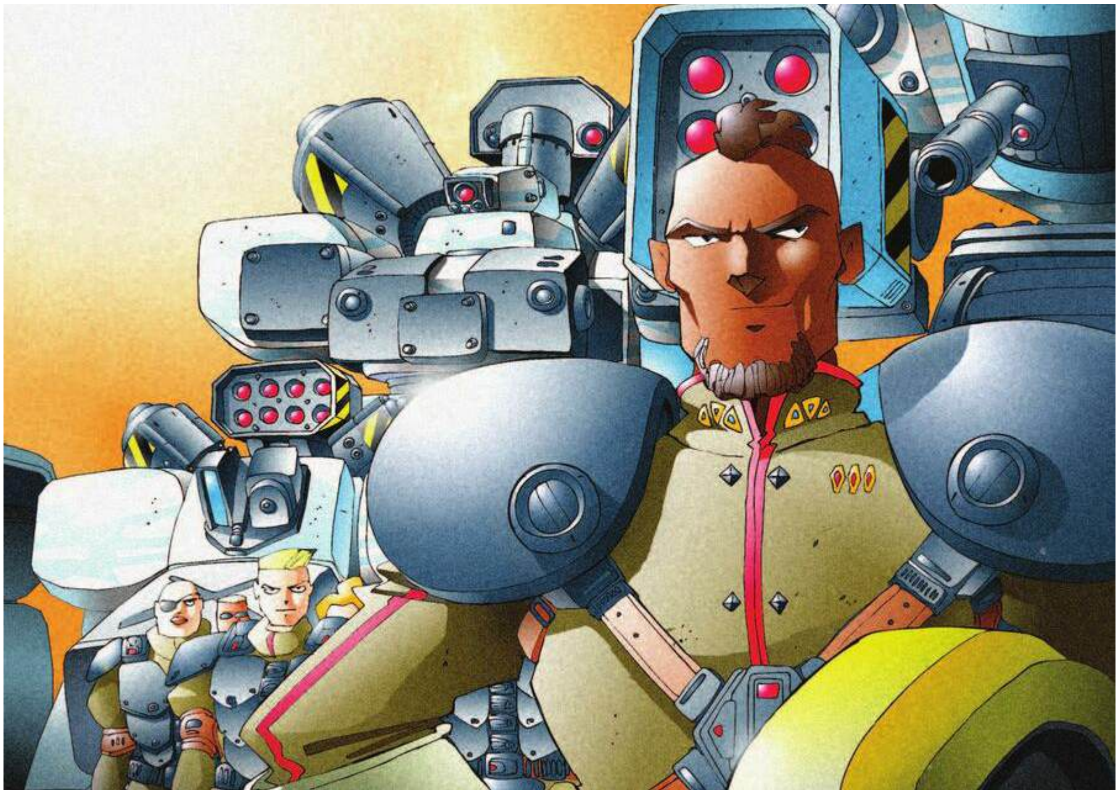
Maya Fajil:
Leader of the Prophet's Shield

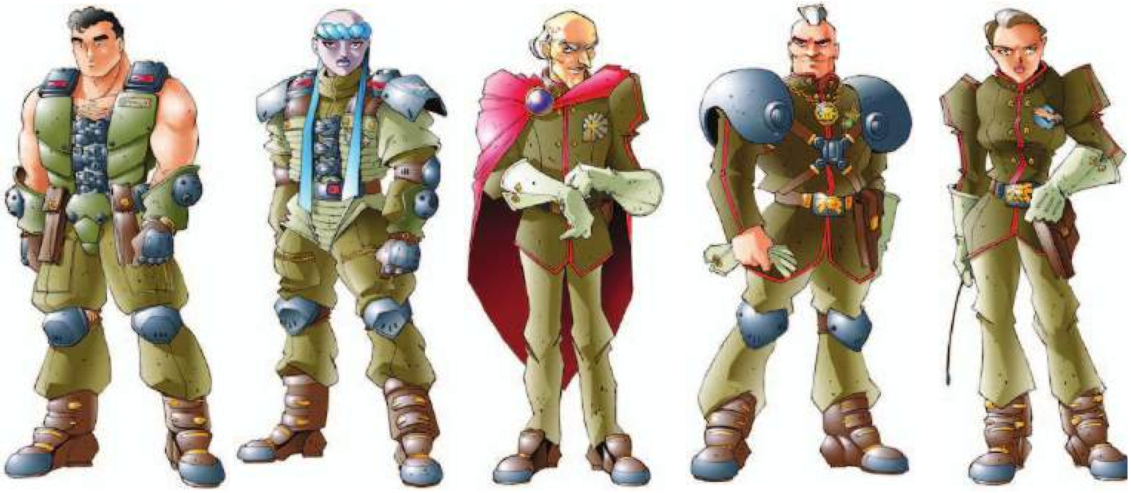


Winston Stark:
Chief Justice of the CNCS



Victoria Edden-Smythe:
Former Grand Marshal of the CNCS





THE NORTHERN LIGHTS CONFEDERACY

When travelers hear the name of the Northern Lights Confederacy (often just the NLC), they usually picture images of Revisionist churches, a nation of faith, and the moral titan of the North. The NLC is the closest thing to a pure democracy in the Northern Hemisphere. People born in the NLC or accepted as citizens can vote and take part in the nation's prosperity. The NLC is also the most populous league in the North, and one of its industrial titans. Northern Lights citizens, called Norlights, can expect a high standard of living, good education, and general security. There is one notable downside for many outsiders, and that is that the largest sect of the Revisionist Church - the main faith on Terra Nova - claims the Norlight city of Sorrento as its holy city. Known as Sorrento Revisionism, this sect pushes its faithful to improve the world, by force if necessary. This massive faith permeates all aspects of NLC life, and those who do not follow the tenets of the faith are often treated as second class citizens or with outright suspicion and hostility. Prior to the war, the NLC was led by people very devoted to their faith who often used it to make decisions. It was only in the aftermath of the disastrous Battle of Sorrento, at the gates of Revisionism's domain, that people began to take a deep look at what happened and why. Adrianna Xing, a member of a sect called the Apostates by other Revisionists, has taken a leading role in NLC affairs. Her and her followers' contribution to the Battle of Sorrento caused them to rapidly gain popular support. The NLC is allied with its neighbors in the Northern hemisphere, although rumors of rogue NLC units engaging friendly units have begun to pop up. The Badlands powers are treated more as neutral parties. NuCoal's former CEF core and Peace River's corporate structure don't engender friendship with the NLC. As the North's usual enemy, the NLC views the southern leagues as rivals, especially the Southern Republic. The Republic is viewed by many Norlights as the greatest threat to security on Terra Nova, as well as a den of corruption, decadence, and immorality. The NLC is hostile towards the invaders and is out for blood after the damage Sorrento took.

NOTABLE LOCATIONS

Sorrento – Holy city of Sorrento Revisionism, the city is currently in ruins after becoming the site of a massive, months-long battle.

Valeria - Port Aurora - Twin cities that serve as the capital of the NLC and CNCS.

Skadi - Skadi's greatest export is wood products, which are something of a rarity on Terra Nova.

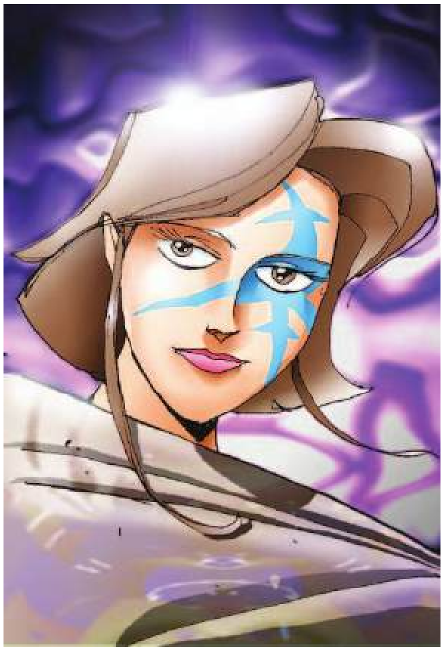
CURRENT ISSUES

The NLC is currently experiencing a period of massive reconstruction and religious upheaval. In terms of infrastructure and military assets, the NLC is devastated. The Battle of Sorrento ground the Norlight army to a nub of its former power, and even devastated Northern Guard units sent to assist. Many historians have likened it to the Battle of Stalingrad in Earth's distant past. Government resources are stretched thin, and what factories are online are pouring out military equipment. Shortages of civilian goods are growing more common.

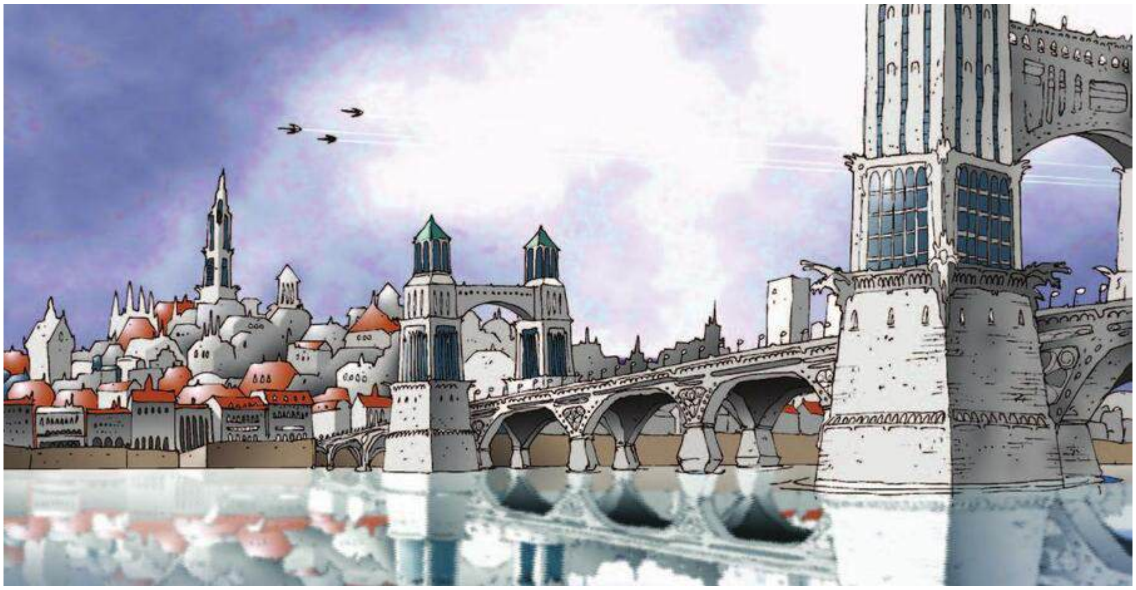
Internally the NLC is in turmoil, and concerns of a civil war are rampant. Sorrento Revisionism was, and indeed still is, dominated by an organization called the Prophet's Shield. This group's membership included many of the NLC's leaders like President Adjanni, but after Sorrento this group began to fracture. Many of its more moderate members were horrified at what had happened, and moved away from the Prophet's Shield. Those that left, including Adjanni, rallied around the new hero of the hour, Adrianna Xing. Xing was the leader of a sect called the Apostates and was feared, despised, and hated by many in the Prophet's Shield, but her actions drew the attention of the masses. Her, and her sect's, popularity exploded in the wake of the devastation of Sorrento; soon she became the de facto face of the opposition to the Prophet's Shield's hardline stance. This has split not just the NLC leadership but the citizenry and even army. Tensions are flaring on both sides and some question whether or not a civil war between them is inevitable. Players on both sides of this potential divide have engaged each other behind the scenes. This friction isn't restricted to the NLC, and a recent incident saw a Blue Angels unit, the premier NLC regiment with ties to the Prophet's Shield, destroy several WFP patrols. The Blue Angel unit was destroyed and a prisoner was taken, although that prisoner soon disappeared in a prison riot.

INTERACTING WITH THE NLC

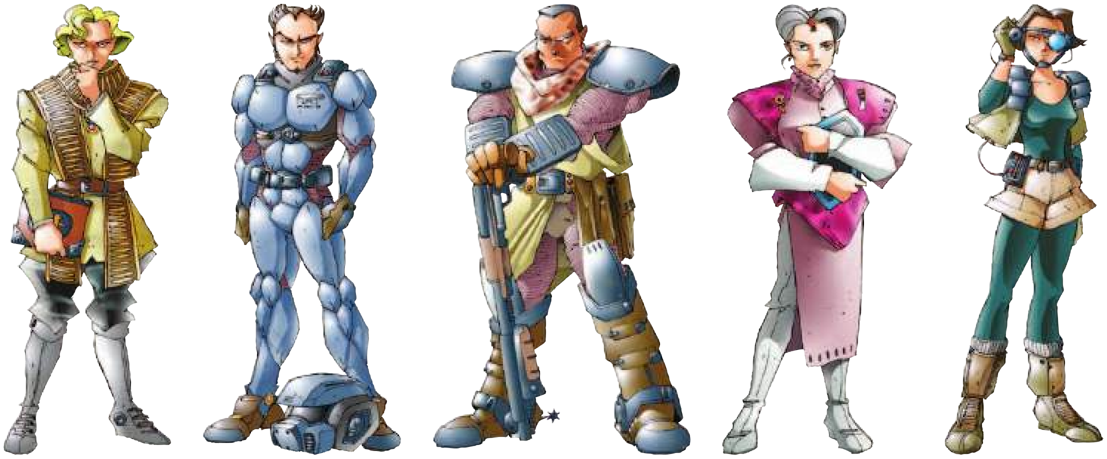
NLC interactions are always flavored by faith. Norlights will treat anyone who shares their faith as brothers and sisters. Those of other faiths, or even whose sect is deemed lesser, will be treated far worse. This won't stop a Norlight business from engaging in commerce with outsiders, but the outsiders will get the bare minimum and nothing more. Norlight society is currently highly polarized for people on both sides of the religious spectrum. Those who support Xing's more moderate and global views will often clash with words with a more religiously conservative person, and vice versa. Militarily, the NLC army is desperate for manpower, and is more than happy to take on temporary contractors to fill in jobs. The government is overworked and overwhelmed. Many travelers and other people slip through the cracks.

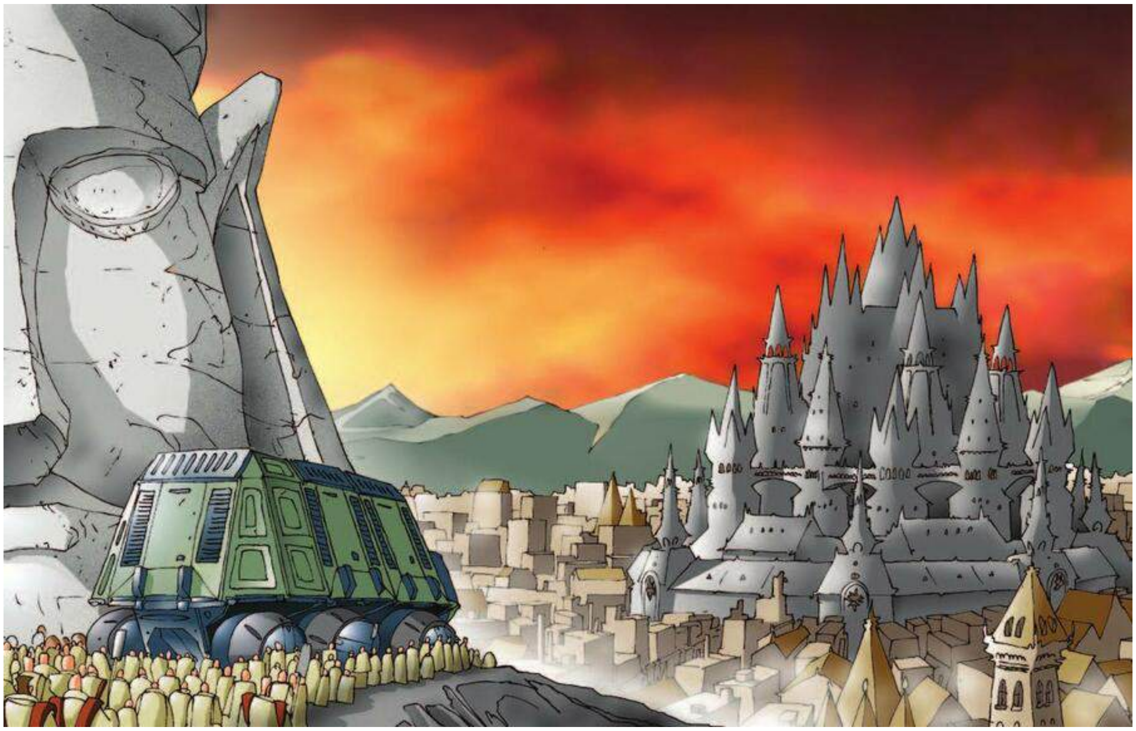


Adrianna Xing:
Leader of the Apostate Revisionists



Valeria - Port Aurora: Capital of the NLC and CNCS





Sorrento: Holy city of the Sorrento sect of Revisionism

THE UNITED MERCANTILE FEDERATION

The United Mercantile Federation (UMF) is the economic and industrial powerhouse of the northern hemisphere, and arguably the entire planet. Originally a fully democratic league, it has transitioned into something else. Voting is done with electoral vouchers, government bonds that are good for one vote in one election. Instead of each citizen getting one, like most democracies, anyone, including major companies, can buy any number of them. The result is that corporations end up with the lion's share and are the shapers of policy. However, this also provides funding to the government, keeps taxes low, and lets citizens proft from a successful administration. In exchange the UMF has become a leader in technology and development. This corporate power and drive for economics led to the UMF becoming the aggressor in many of its wars with its Northern neighbors. In fact, it was a counter invasion by its neighbors that spawned the heavy gear concept, and the UMF was the first league to successfully develop the technology. The UMF was the target of significant CEF attention in the opening moves of the current invasion. Lyonesse and Rapid City were assaulted several times, but the manufacturing capability of the league allowed it to hang in the war. As the CEF's attention shifted elsewhere, UMF army units struck back with tactical nuclear strikes, bombing of occupied civilian areas, and even bioweapons. The CEF still occupies much of the league, but has been unable to make further advances. Relations wise the UMF is friendly with the other Northern leagues. The Northern Lights Confederacy is its main rival, although this is usually just political, while the Western Frontier Protectorate is the target of influence and blackmail in the name of UMF national goals. Peace River in the Badlands is a major economic competitor, and NuCoal relations are strained by the mistrust of Port Arthur. The Southern leagues are enemies to the UMF, the Mekong Dominion in particular. The current invasion and larger concerns keeps the two from each other's throats. As may be expected, the UMF is hostile to the CEF and its allies.

NOTABLE LOCATIONS

Lyonesse – The capital and center of UMF society.

Rapid City – Headquarters of Northco and a major industrial hub in the UMF, heavily damaged by the CEF invasion.

Swanscombe – A matriarchal society formed by Jerusalemite nuns, best known for its agricultural offerings.

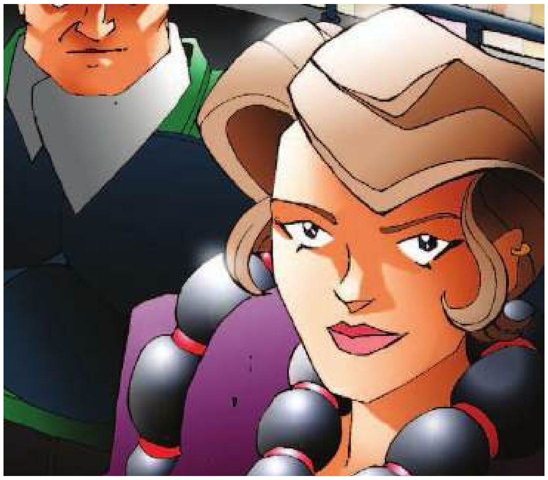
CURRENT CONCERNS

Much of the UMF's industrial heartland has been devastated and needs rebuilding. Companies are pouring money into repairs and are using whatever leverage they have with the government to take advantage of their competitors' suffering. Despite the damage, overall losses of production capacity are lower than most analysts expected. The reason for this is that the UMF army (a private corporation with shareholders) tended to fight in the more civilian areas away from the industrial centers. The result was more civilian damage than expected but the industrial areas got off better. Some cynical analysts point out that many of the industrial areas saved were owned by major shareholders of the UMF army.

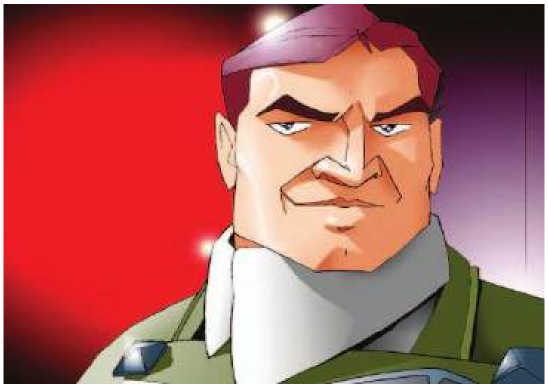
The devastation of civilian areas has caused a massive refugee problem. The UMF government was woefully unequipped for such a crisis and poor, squalid camps are common. This is made worse by the UMF national character, which sees anyone relying on the government to survive as freeloaders and drains on society. Many middle-class families are now in the very situation of the people they scorned, mocked, and often treated as subhuman. Corporations are taking advantage of the situation, and are offering contracts with housing, food, and support for families to refugees, but often with horrendous hours, working conditions, and exploitative terms. Many are taking this, seeing it as better than their current state and see the company as their savior, not the failed government in Lyonesse.

INTERACTING WITH THE UMF

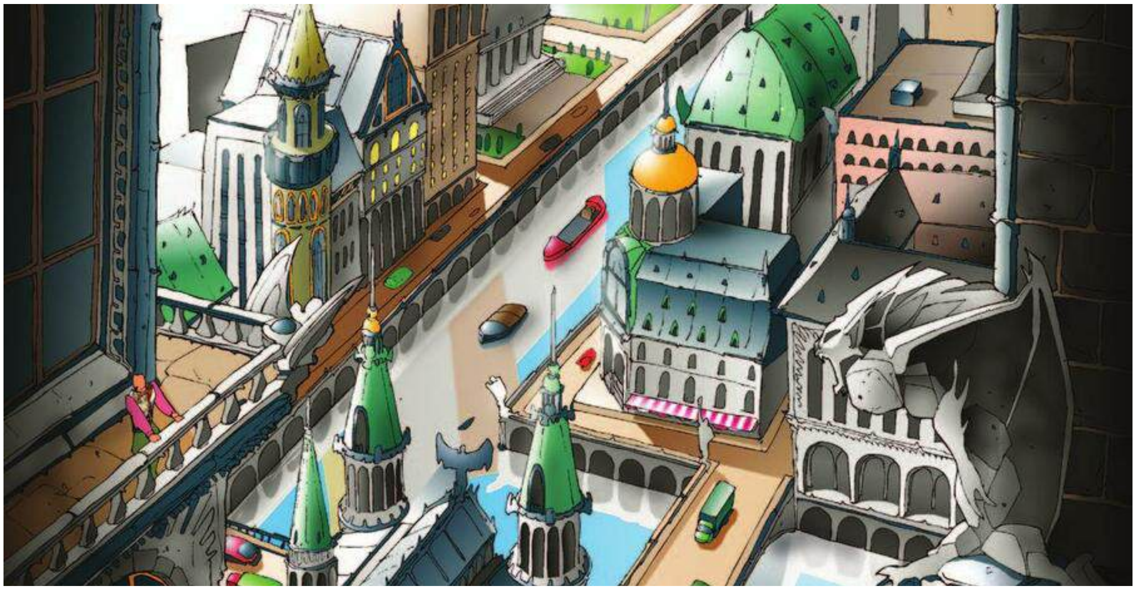
Money talks in the UMF, and anyone who has it is desirable. Travelers with cash to spend are often swarmed by UMF locals trying to sell lodging, food, trinkets, or anything else. Those who arrive with no money are ignored at best and sometimes treated with active hostility. Everything has its price in the UMF, including government officials and processes. Travelers often find themselves paying for everything, even if it's usually free in other leagues. On the bright side, the government is almost nonexistent to most travelers, and there are no customs forms to fill out or taxes to pay. Interactions with authorities often have a flair of intrigue or blackmail to them. Police are corporate assets and, it's far likelier that travelers will deal with corporations instead of the government. The corporations are always in it for their bottom line and will not do anything they can't make money off of.



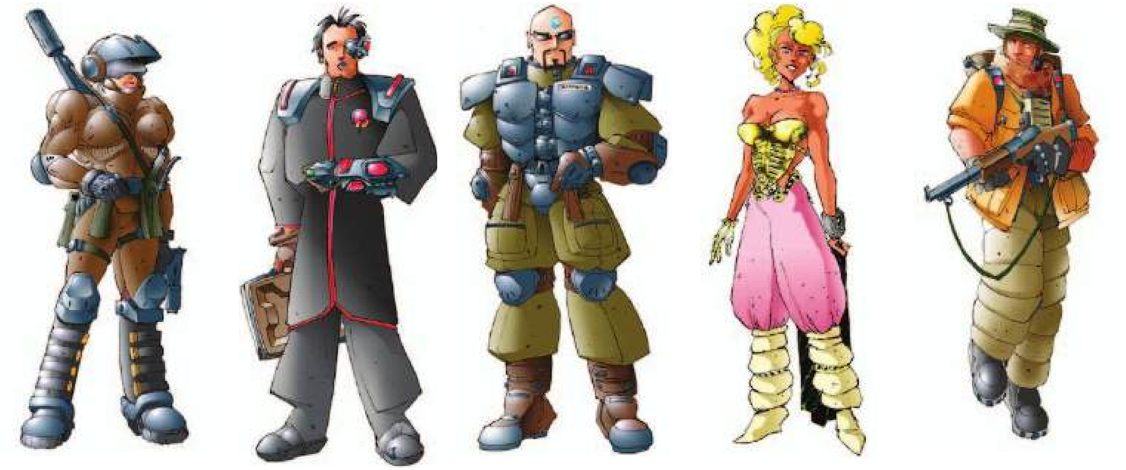
Natalya Korolev: CEO of Northco

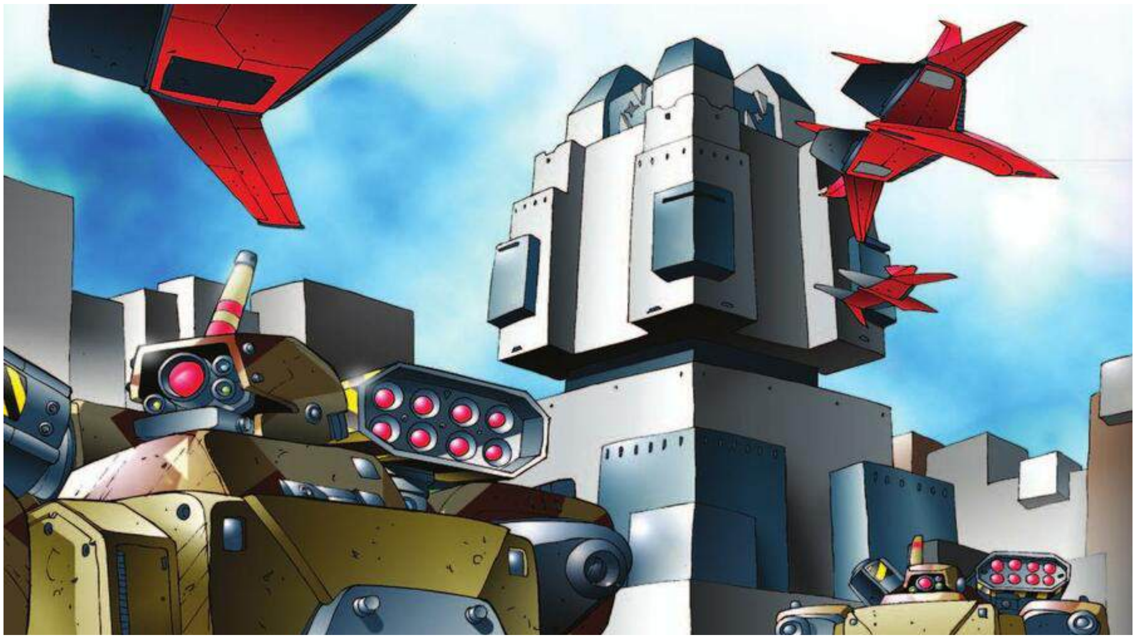


Solomon Davi: Defense Secretary of the UMF



Lyonesse: Captial of the UMF





Rapid City: Military and industrial hub of the UMF

THE WESTERN FRONTIER PROTECTORATE

The smallest and least wealthy of the Northern leagues is the Western Frontier Protectorate (often abbreviated as the WFP). The WFP dates to shortly after the Concordat withdrawal, and suffered greatly at the hands of its neighbors in the wars that predated the formation of the CNCS. Due to this, the league has developed a highly militarized culture. Only veterans of the military are citizens, and only citizens may hold office. Recent efforts to expand that, including allowing any resident to vote, have been put on hold due to the current invasion. The WFP overall only has 3 city-states of any note, all of which are military forts, and because of this has a notably smaller GDP than its allies. When the second CEF invasion hit, the WFP was hit hard. Fort James fell within hours of the landing, and the Westerners were forced to launch suicide attacks with old landships to stem the CEF advance. However, the WFP was able to tap its vast supply of reservists, arm them with somewhat older weapons and push back. In time, and at a horrendous cost in blood, the CEF was largely driven from Protectorate territory. After the Battle of Sorrento in the neighboring Northern Lights Confederacy, the CEF withdrew completely, leaving only stragglers and holdouts. The Protectorate army would later serve a key role in the Battle of Temple Heights in the Badlands, although after this fight they would have to go into a period of rest and rebuilding. While the military was devastated, much of the heartland was relatively untouched by war. Since then, the WFP has become something of a beacon for refugees fleeing the devastation of other leagues. In terms of foreign relations, the WFP is typical of a Northern league. It is allies with the other Northern leagues, although rumors of Northern Lights religious troubles boiling over into WFP lands have begun to crop up. The Badlands powers are more mixed. The war with the CEF and the coup in Port Arthur have left many Westerners even more suspicious of NuCoal. Peace River's refusal to lend assistance has also drawn ire from the people of the WFP. Southern leagues are kept at arm's length at best. While allies against Earth, the South is certainly not the WFP's friend. While not a hardware contributor, many Black Talon pilots are from the WFP and the nation's leader, Lang Regina, sits on the council that oversees Talon ops. The WFP is openly hostile to any CEF or invader forces.

NOTABLE LOCATIONS

Fort William – The largest city-state in the WFP, Fort William is the center of the League's economy and military.

Fort Henry – The southernmost city-state and, as such the target of Southern and even Badlander aggression. The fort also is a major industrial hub.

Fort James – Smallest and newest of the city-states in the WFP, Fort James is a major transport hub.

CURRENT CONCERNS

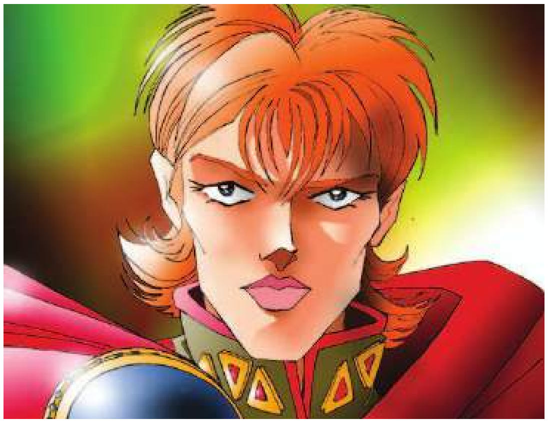
Militarily, the WFP is exhausted and desperately trying to rebuild. Western leadership wants to continue the war against the CEF, and is frustrated with their allies' lack of action. More and more reservists are being called up, and the Protectorate is pulling borderline antique weapons out of storage to arm them. The war is not over, and they know it.

Socially, the massive losses have turned traditional family dynamics on its head. Family is important to Westerners, who have a clan-based society, and with large portions of their young and even middle-aged members away this has put great strain on internal dynamics.

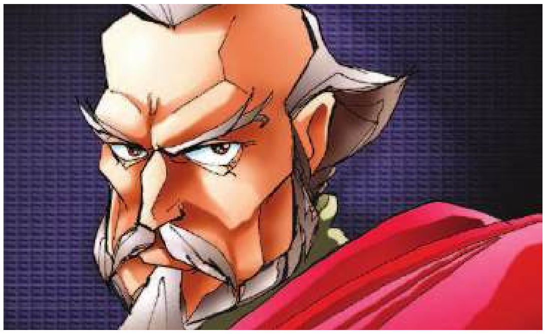
This is further compounded by refugees from the other Northern leagues, although Badlanders and even the odd Southerner are not uncommon. This has put immense strain on WFP infrastructure and food production. The insular clans are largely unwilling to hire these new refugees, but have had to start bringing them on to help. Clans are seeing wealth leave their coffers and not go to other members or allied clans. Refugees are starting to become a notable bloc in society, which is alarming more conservative elements.

INTERACTING WITH THE WFP

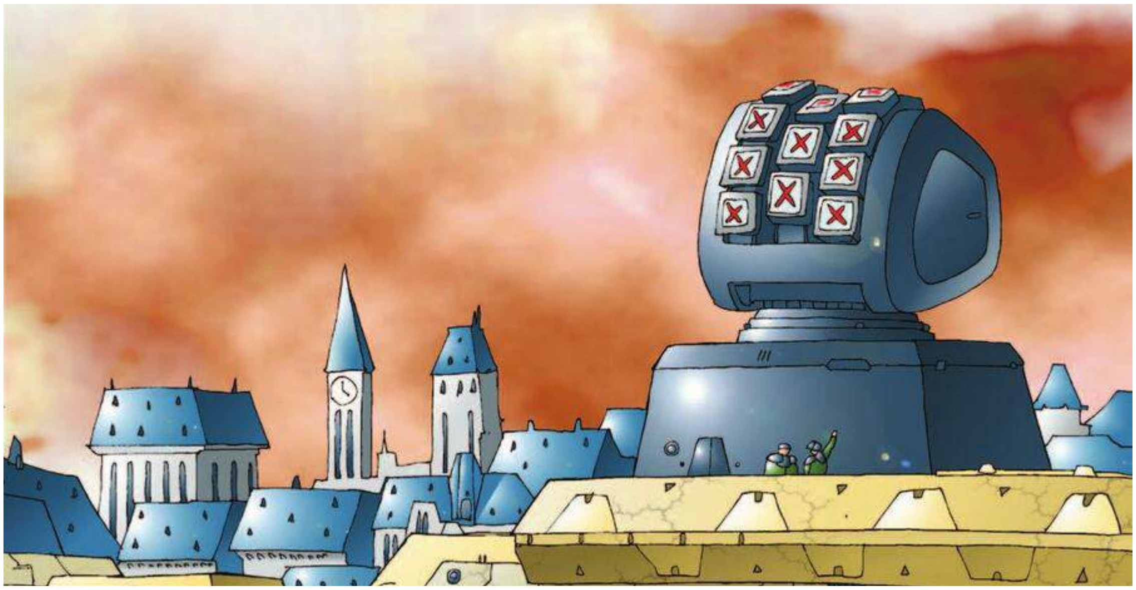
A long and bloody history of outsider aggression has left most Westerners suspicious of people they don't know. While this won't stop them from doing business, it will sour conversation and leave an air of mild hostility in any dealing. When an outsider is accepted - a somewhat rare feat of trust - they are treated as family. Any outsider dealing with Westerners is also advised not to offend or make comments about other members of the Westerner's family. Even if two Westerners despise each other, they will defend each other to outsiders. The WFP government generally doesn't interact with outsiders aside from trying to keep logs of visitors and collecting taxes. Military police are used for civil enforcement, and are generally better trained than one might expect. Westerners idolize their military, and soldiers are treated with admiration and respect. Even foreign soldiers of allied nations are granted a degree of respect not afforded to other outsiders. Clans will go as far as to sponsor or support specific units in the army.



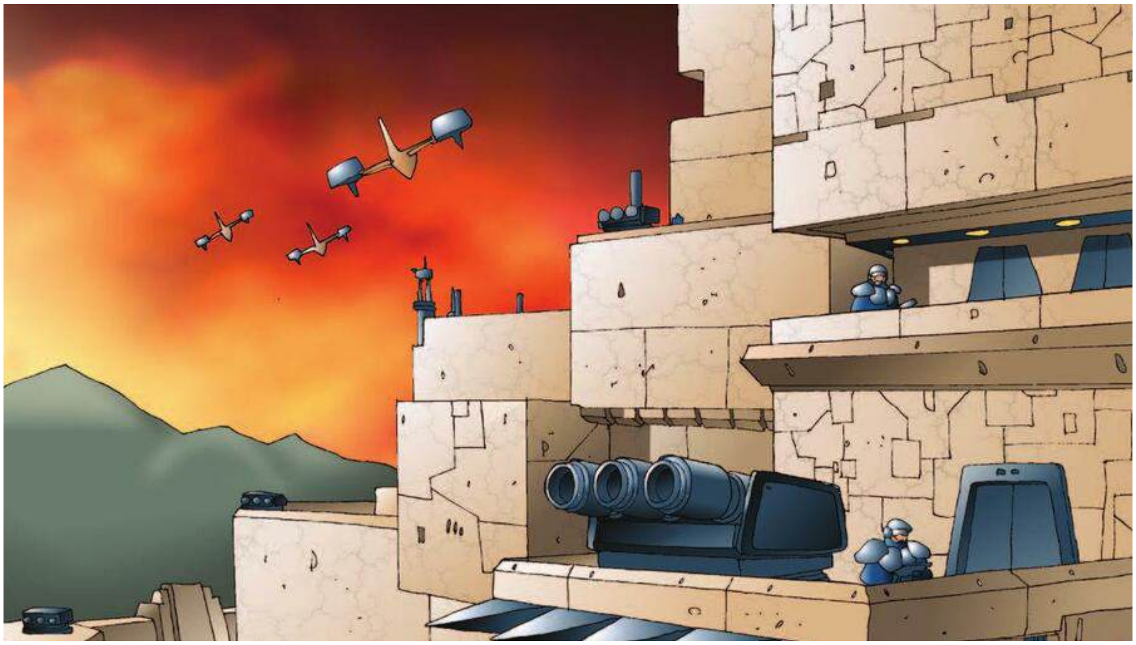
Lang Regina: Proconsul of Fort Henry and Consul of the WFP



Zucco Adamo: Proconsul of Fort William



Fort William: Capital of the WFP



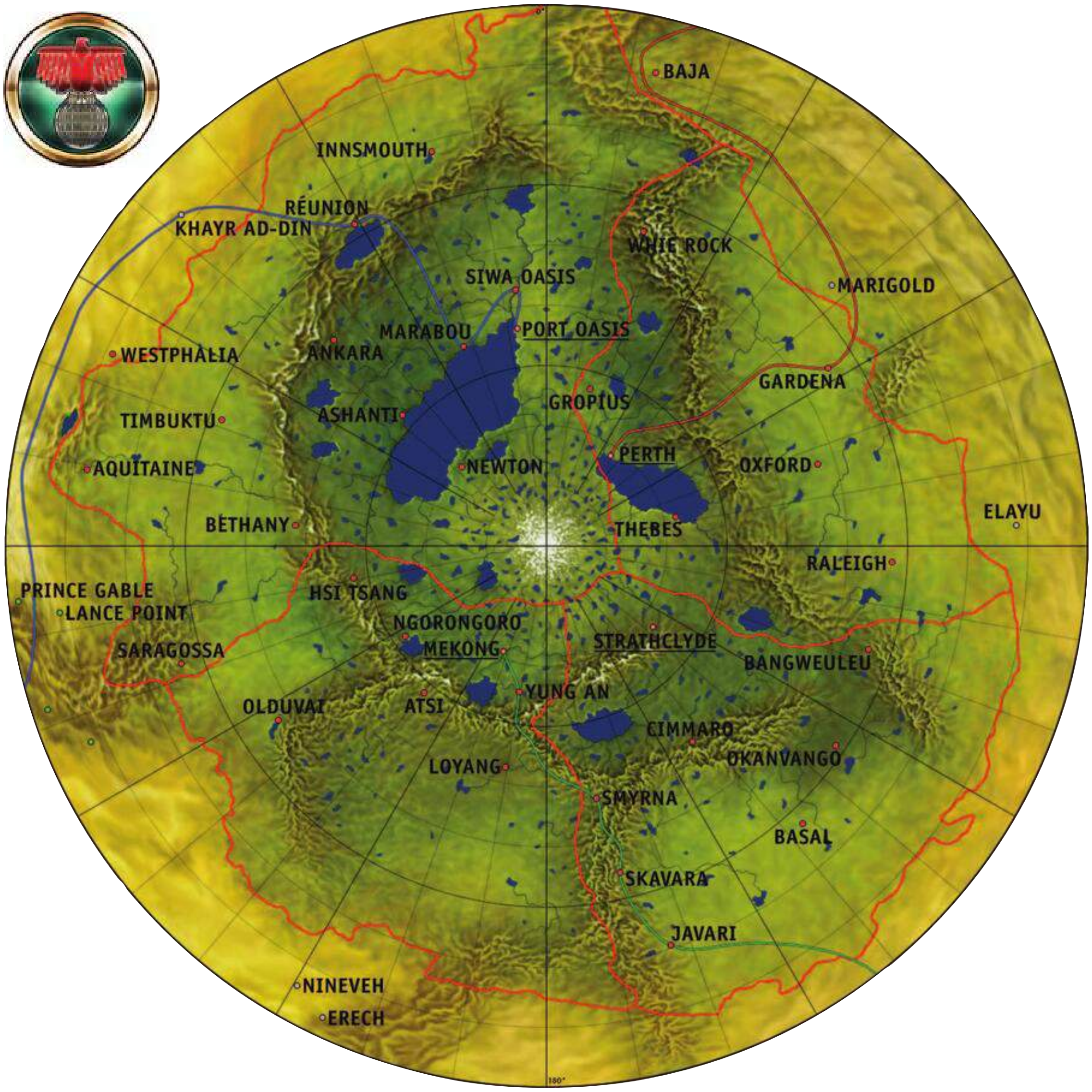
Fort Henry: Pharmaceutical and agricultrual center

THE ALLIED SOUTHERN TERRITORIES

The AST, more commonly referred to as just "the South", is an economic and military collective between four leagues that has endured through over two hundred and fifty cycles. In theory, the AST is a cooperative polar framework to coordinate defense, trade, common concerns, and ensure the rights of citizens. In practice, it is the imperialist framework through which the Southern Republic exerts control over the entire southern hemisphere. Emerging from the chaos of Earth's abandonment as the Terra Novan leagues formed themselves into true nations, the Republic developed into a leading military power. With the Mekong Dominion bowing to the inevitable and willingly entering a coalition with the Republic, the Eastern Suns Emirates and Humanist Alliance were swiftly conquered and conglomerated into the newly formed AST. The AST also lays claim to Badlands city-states such as New Baja, Azov, and Westphalia.

Governing the AST is the Curia, a collection of Lord Councilors appointed by the Southern Republic, typically composed of loyal Republican officials and selected prominent members of the so-called "vassal states". Led by the Lord Protector and a trio of Lord Chancellors, the Curia ostensibly debates the needs and goals of the Southern states, though with one exception it has always acted according to the wishes of the Prime Minister of the Republic.

Like the CNCS, the Allied Southern Territories maintains a multinational armed force for common defense, known as the MILICIA, the MILitary Intervention/Counter-Insurgency Army. In contrast to the Northern Guard, which acts as the single largest military force in the North and maintains responsibility for combined operations, the MILICIA primarily operates as an auxiliary to the Southern Republican Army. Comprised of troops from all four Southern leagues, the MILICIA has historically been known for undertaking various garrison, occupation, and "peacekeeping" roles often considered beneath the national armies (particularly the SRA). However, MILICIA units have also been at the vanguard some of the fiercest combat Terra Nova has ever seen. Comprised of everything from unwilling conscripts, battle hardened professionals, wanderlust struck misfits, SRA washouts, and especially those with ambitions but without connections, the MILICIA are renowned for being a varied lot who make the most with what little they're usually given, often to the detriment of their foes and the surprise of their allies.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GARDENA
ASHANTI
GROPIUS
TIMBUKTU
AQUITAINE
NEWTON
PERTH
OXFORD
ELAYU
BETHANY
THEBES
RALEIGH
PRINCE GABLE
LANCE POINT
HSI TSANG
NGORONGORO
MEKONG
STRATHCLYDE
SARAGOSSA
BANGWEULEU
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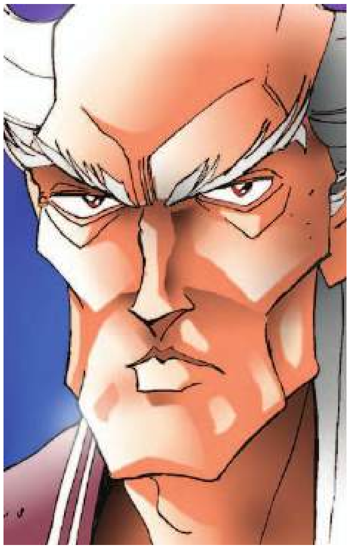
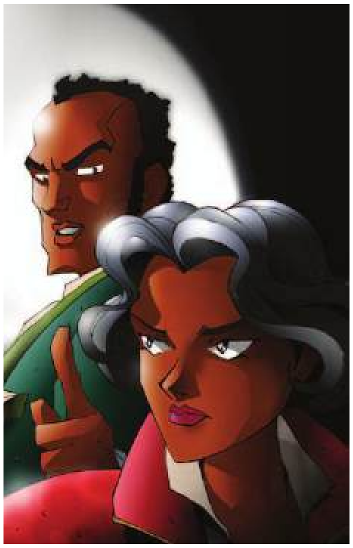
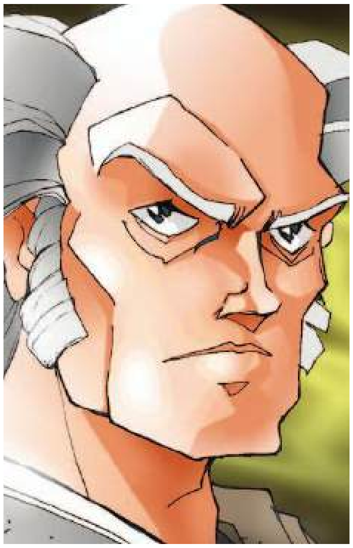


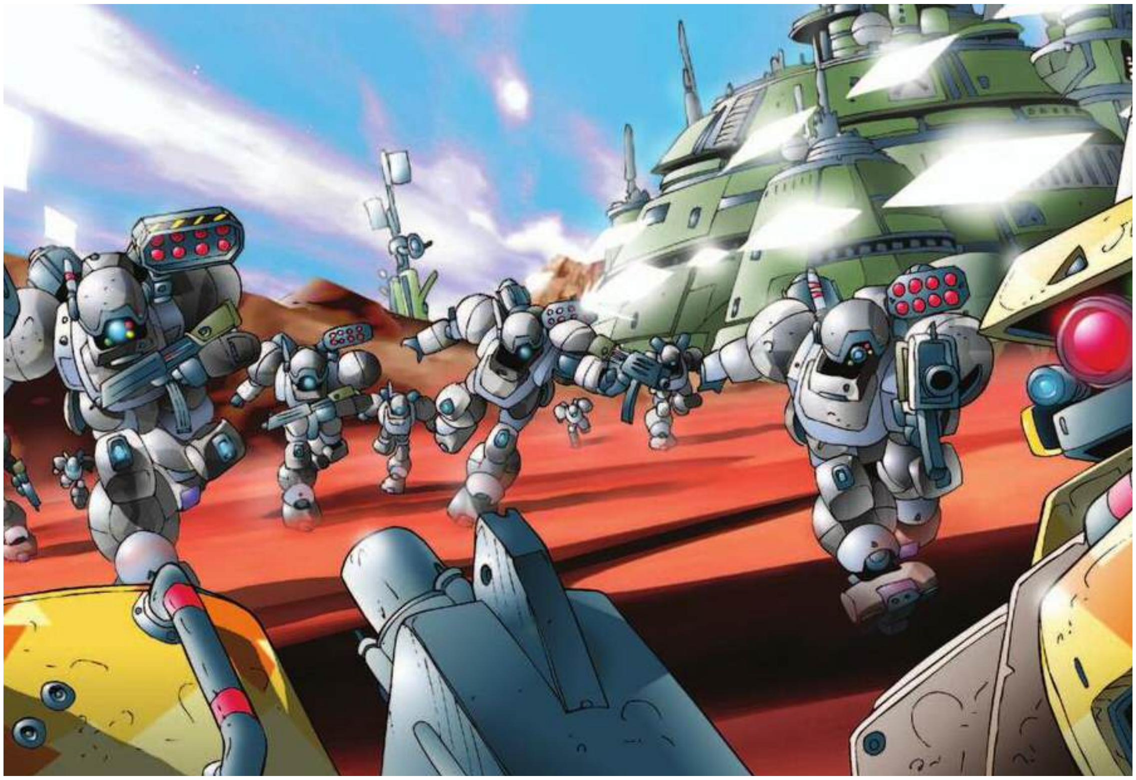
Kenichi Tanaka:
Lord Chancellor of the ESE



Louis and Louise De Rouen:
Former and current Republic Prime Ministers



Jacques Molay:
Former Lord Protector of the AST



THE SOUTHERN REPUBLIC

The single most powerful nation on Terra Nova, the Southern Republic (commonly "the Republic", or the "Land of Snakes" if one is from the North) has dominated its namesake hemisphere for centuries. Its name is synonymous with military power, wealth, and cultural imperialism.

On paper, the Republic is a representative democracy, governed by the Estates-General who are chosen by open ballots every three cycles and led by an elected Prime Minister. In reality, Republican politics are among the highest-stakes games on the planet, and the business of ruling the Republic is limited to a dangerous select few. Within the Southern Republic itself, surveillance is ubiquitous, people who ask too many questions are commonly known to disappear, and those who survive rarely do so untainted. Above all, dominating national politics and accountable only to victory on the battlefield, is the Southern Republican Army, a singular military powerhouse unparalleled in capability and might on Terra Nova.

The majority of citizens, however, are not overly bothered by this state of affairs. United by their shared sense of nationalist superiority and manifest destiny, Republicans willingly subsume their political freedoms and give their service for the greater glory of the State. This is part of an implicit understanding that as long as the leadership maintains the ascendant position of the nation, keeps the rewards of empire flowing, and otherwise leaves their personal freedoms intact, the Republican people will follow. In all other respects Republicans are the most diverse and varied population on Terra Nova, producing lifestyles, markets, and pursuits unheard of in most other Leagues, confirming their own superiority in the minds of most citizens. The people treat their personal desires and expressions as highly as they do service to the State, devoted to prosperity at any cost and committing to the duty of being themselves and their concepts of personal honor as earnestly as possible. Non-Republicans, though, are widely reviled and openly considered inferior, their rights and freedoms a non-issue. Other Southerners are viewed, at best, as tributary peoples, while Northerners, particularly Norlights, are widely stereotyped as dangerous religious fanatics.

NOTABLE LOCATIONS

Port Oasis: Capital of the Republic, a city of once unparalleled magnificence, now an occupied heap of rubble.

Ashanti: A cultural powerhouse and scientific hub, Ashanti is known both for the local's distinct antipathy towards clothing, as well as its frequent hosting of Terra Nova's celebrities and intellects. Currently occupied by the CEF.

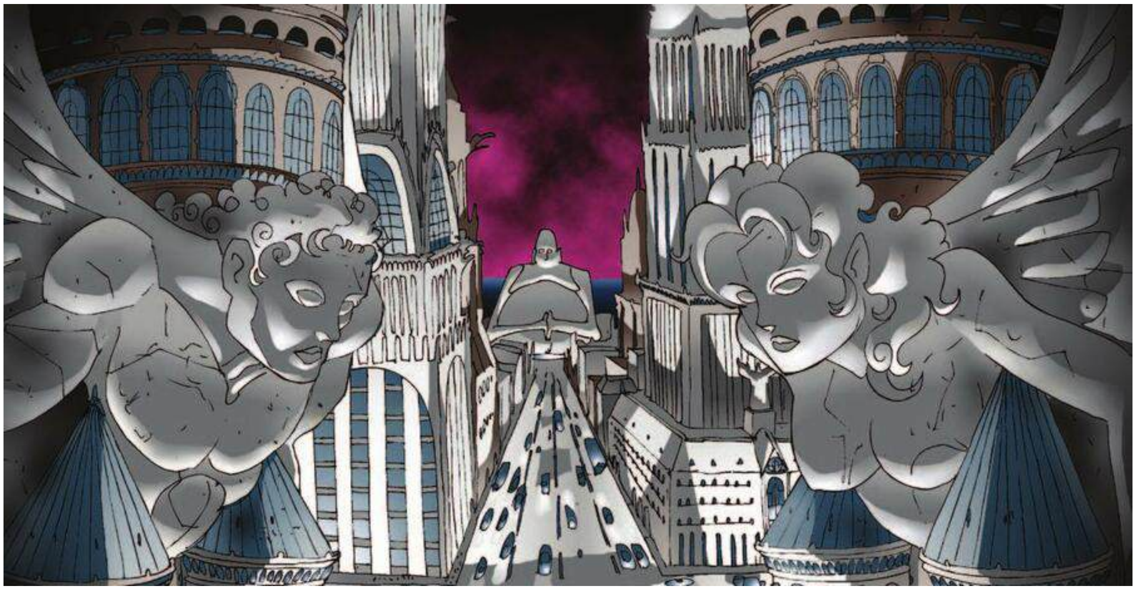
Newton: A university town, famed as the training house of the Republic's elite, as well as it's comparative openness to dissent and protest.

CURRENT ISSUES

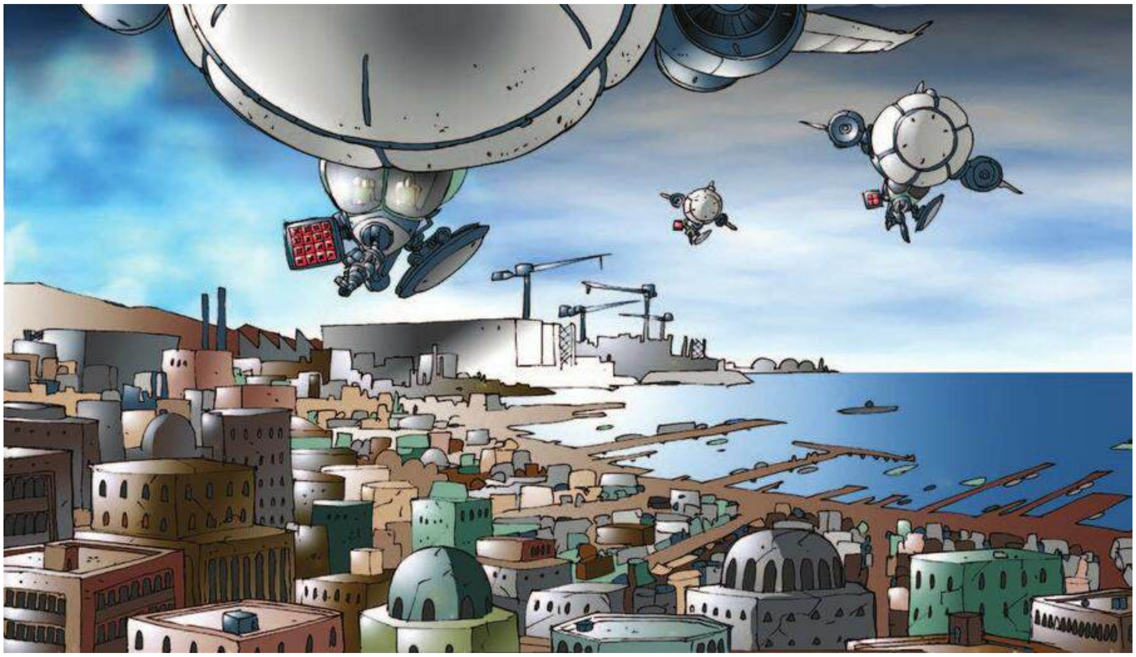
Unfortunately for the Southern Republic, tensions between the previous Lord Protector of the AST, Jacques Molay, the Prime Minister Louis Phillipe DeRouen, and his daughter, Louise DeRouen, erupted into open civil war a few short cycles before Earth launched its second invasion. With Louise DeRouen emerging the victor, her father sidelined, and Molay in hiding, the Republic came through intact but scarred as many of the Republic's best "removed" each other. When the CEF returned in force, they did not fail to identify the Republic as a major center of resistance. Destroying the city-state of Marabou, headquarters of the MILICIA, before landing, the CEF mustered its forces for a direct assault on the capital of Port Oasis and its spaceport, but their initial push was stopped cold be a Southern nuclear bombardment. The CEF regrouped and continued the attack, but the Southern Republican Army and MILICIA made them pay for every meter they took, providing a much needed respite and displaying their famed military prowess for all to see across the planet. Regrettably, this was not to last. The CEF brought in additional forces, determined to remove the threat posed by the Southern Republic. The northern shores of Lake Esperance were a significant invasion point, and Ashanti, Siwa Oasis, and the ruins of Marabou fell to the second wave of the invasion before Earth finally took Port Oasis, seizing the Southern Republican capital after a brutal siege and shocking the Republic to its deepest core. The Republican government was forced to flee Port Oasis but has carried on the fight, both through conventional means and through resistance to the occupation. The Southern Republican Army has been badly mauled over the course of the war, taking immense manpower losses, though Republican industry has appeared to weather the war better, with machines proving far easier to replace than trained pilots and crews, surprising many analysts. To the utter horror of many in the Republic leadership, the man tapped by the CEF to run the conquered territories was Jacques Molay. The CEF seems to have offered him a chance for power and vengeance in exchange for obedience, allowing him to pursue his dreams of autocratic supremacy and vengeance against his personal enemies. Time will tell how this will turn out, as he has just recently stepped up to the position.

INTERACTING WITH THE SOUTHERN REPUBLIC

Dealings with the Republic and its citizens are typically strongly colored by pride. Republicans are convinced their way of life is the most successful on Terra Nova, and that they have built the society to prove it. Personal honor is a highlight of Republican culture, defined by each citizen in their own way. Beyond the shared pride, sense of superiority, drive to achieve, and collective shock at the loss of their capital after the first successful defense, there is no average Republican, their breadth of pursuits and desires anathema to easy classification. Even the family system in the South is unique, one's "Circle" being composed of chosen individuals rather than the blood ties that traditionally define most Terra Novan families. Much is tolerated within the Republic, and almost nothing is taboo save for supremacy of the Republic and the security of the State.



Port Oasis: Capital of the Southern Republic and AST



Marabou: Original capital and birthplace of the Republic

THE MEKONG DOMINION

Home to the oldest cities on Terra Nova, descendants of the first settlers predating large scale colonization, the Mekong Dominion is the economic powerhouse of the AST. Covering an enormous portion of the southern hemisphere, the Dominion is a complex multicultural society that prefers the tools of soft power over the bombastic militarism of the Southern Republic. History, however, has repeatedly proven that when pressed, the Dragon is not without teeth.

A state built by and for corporate interests, the Dominion is itself a corporation, with citizenship determined by ownership of shares in the Dominion, and governed by a legislature composed of merchant princes known as Taipans drawn from most powerful Mekong corporate executives. Representation within the assembly is granted to any company meeting a minimum market value threshold, with legislation passed by simple majority vote. Chairing the assembly is the Speaker, traditionally the CEO of the largest corporation within the Dominion. The internal politics of the Dominion are riven with power struggles and corruption among clashes of financial titans. Well practiced in presenting a united front to the outside world, though, the Dominion has maintained a significant degree of independence from the Republic, in many instances using its incredible economic might to shape AST policy. Where force is required, the Dominion relies on the Peacekeepers. A combined military and law enforcement organization, the Peacekeepers are a highly professional and well respected force with a reputation for excellence. However, the Peacekeepers are not a large force, and pale in comparison to the numbers and capabilities available to many other leagues, particularly the Southern Republican Army.

The Mekongese people are renowned for their entrepreneurial spirit infused into every facet of life. For the people of the Dominion, almost anything is possible for a price. It is a land of extremes, with unbelievable wealth coexisting alongside abject poverty. Survival of the fittest is an implicit policy that the Mekong people believe drives their incredibly dynamic society be it in the boardroom, the street, or the jungles. To be considered a citizen one must own stock in the government, with full permanent citizenship requiring ten shares. Citizenship confers many benefits, such as investment in a retirement portfolio and outstanding educational opportunities renowned across Terra Nova. Full citizens of the Dominion enjoy some of the highest standards of living on Terra Nova. Most importantly however, citizenship confers the protection of law and freedom of movement, and it must be remembered that citizens cannot be charged with crimes against non-citizens and that the practice of slavery is not illegal within the Dominion. Many Mekongese who cannot afford shares (or foolishly sell them) live in constant fear and squalor, particularly the rural peasantry, jungle villagers, and urban poor. Regardless of status, however, tradition and rituals, often drawn directly from the immense history of venerable Earth civilizations, permeate the social fabric throughout the league and set the standards for social conduct. These traditions endow the Mekongese with a self-assured sense of their own place in the world. They know where they come from, and have little to prove to anyone.

NOTABLE LOCATIONS

Mekong City: Capital of the Mekong Dominion and one of the first settlements on Terra Nova, this glittering jewel of corporate power is also a central hub of Mekongese culture and history.

Hsi Tang: Widely renowned for its Yakuza criminal culture and the widespread practice of slavery, Hsi Tang is also the powerbase of Lord Chancellor Durocher, a key ally of the collaborator (and former Lord Protector) Molay.

Loyang: A massive industrial city formerly infamous for being an environmental disaster and home to millions living in squalor, it is now infamous for the brutal urban combat at the outset of the invasion that reduced most of the city to ashes, rubble, and mountains of corpses.

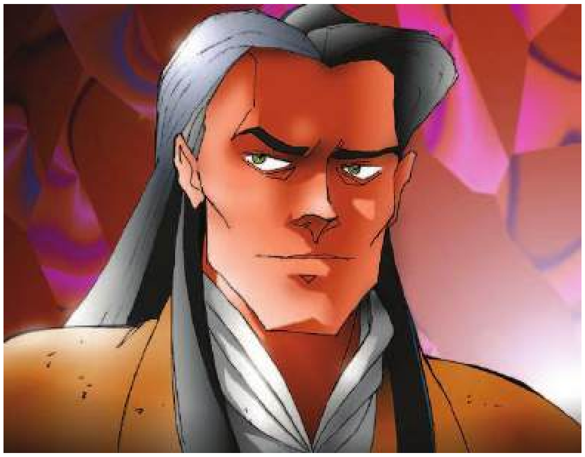
CURRENT ISSUES

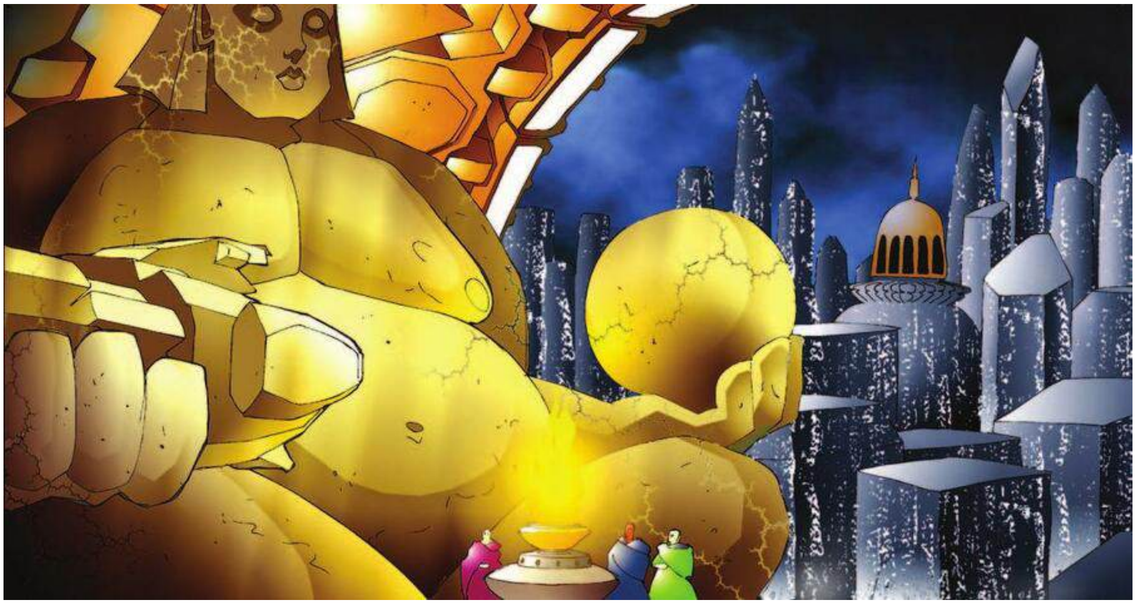
In recent cycles, Taipan Arron Logan of the powerful Mekong Development Corporation has assumed the Speakership. The MDC is, in effect, the penal system of the Dominion. Incarcerating, retraining, and placing offenders in new jobs, the MDC is enmeshed with nearly every city-state and major corporation. Having previously been responsible in large part for instigating the Interpolar War, Logan's ascendency has caused a stir across much of Terra Nova. In the wake of the Operation Icarus, Logan and the MDC sponsored a MILICIA modernization program, keenly aware of the limitations of the Peacekeepers and realizing that the SRA's attentions may be elsewhere in the case of a full scale invasion by Earth, particularly with the recent Southern Civil War. There are rumors that either Logan, Lord Chancellor Durocher (Chancellor for the Dominion in the AST), or both, secretly aided Molay's escape from that conflict for their own ends.

When Earth did return in force, the CEF launched an assault directly on the strategic Beta Maglev line, resulting in the practical obliteration of the industrial city state of Loyang and the strategic evacuation of much of the population of Yung An to the capital. With the collapse of the Serpentine Range defenses, these two cities behind them and much of the Beta Maglev line in their control, the CEF mounted a direct assault on Mekong City. It was here that the defenders of the Dominion covered themselves in glory. Peacekeepers and MILICIA units fought side by side, and the defenders of Mekong City were able to pin the CEF assault force between the city defenses and Lake Yung An, threatening encirclement before the invaders could breach the suburbs into the capital's cor and preventing the fall of the city in what was commonly seen as a repeat of the successful defense during the War of the Alliance. Withdrawing back to Yung An and the ruins of Loyang, the Earth invaders began instead to consolidate their hold over the western plains and Mekong Basin as well as their control of the Maglev. With the arrival of the second wave of invaders, Molay came back into the spotlight, supported by Lord Chancellor Durocher, as the collaborationist face of CEF occupation. Taking Durocher's power base of Hsi Tang, stretching across the southern alps and the north of Lake Esperance and clear through what once was the Humanist Alliance, the greater part of the CEF Southern Occupation Zone now threatens the Dominion's eastern flank in addition to the forces present along the Beta Maglev in the Western Mekong Basin. With many of its most important city states under occupation, its largest transportation link severed, and fighting a multifront war, the Mekong Dominion is presented with a dangerous situation, though it is still in better general shape than any of its southern neighbors.

INTERACTING WITH THE MEKONG DOMINION

Social conduct, tradition, and hustle are the primary facets of Mekongese culture. The people of the Dominion are deeply aware of their roots as the oldest civilization on Terra Nova, and the place they believe that earns them among the other leagues, particularly with having twice thrown back the CEF from the gates of their capital. They are, however, willing to do business with everyone, and despite often seeing Northerners as primitive and warmongering and their neighbors as rivals or potential clients, such views rarely interfere with the drive for profits. Visitors to the Dominion should be aware that Transient Stock, granting temporary citizenship for the duration of travel, should be purchased before traveling to the Mekong Dominion. The current state of affairs has unsettled the Dominion's internal power dynamics, with some viewing the current situation as the best opportunity to strike a favorable deal with Earth given the weakened state of the Republic, while others vow to liberate their lost cities. Rumors that Speaker Logan may have colluded with Durocher to provide an escape for Molay have also begun circulating. Note that the term "Dominionite", often used by foreigners, is considered derogatory by most Mekongese.


Arron Logan: Speaker of the Dominon


Mekong City: Capital of the Dominion

THE EASTERN SUN EMIRATES

Born from the anarchy of Earth's withdrawal centuries ago, the ESE is a realm unlike any other League. From the most extravagant palaces on Terra Nova to the most dangerous jungles on the planet, the ESE is a land of extremes. Seemingly locked in eternal conflict, the people of the Emirates nevertheless endure, united by their mystic traditions and faith in a dream.

To many, the Emirates represent excess, revolt, and bloodsports. To some, it is a vibrant culture looking to the past to fuel hope in the future. For others, it is a land to explore and exploit. The ESE is in fact all of these things and more. During the fall of the Concordat the crew of the Gateship HCS Eastern Sun, under captain Enri Masao, chose to violate their orders and stay behind on Terra Nova, crash-landing in the Serpentine Mountains next to the settlement of Skavara. In time, the officers of the Eastern Sun and their descendants became the Emirs, their skills and the ship's cargo proving crucial to maintaining human life in the region following the collapse of the old colonial apparatus. A clear and distinct social order emerged, based on a feudal caste system. At the bottom are the Shajhalin, or commoners, comprising the overwhelming bulk of the population. The Shajhalin originate from an indentured-contract labor force in the ancient colonial era. They are immersed in a belief that mythologizes the sacrifice of Enri Masao, the crew of the Eastern Sun, and long-lost Earth. Many live comfortable, if humble, lives, and others endure as collective industrial workers, while some even suffer under enslavement. Above the commoners are the Solicitors, the small professional bureaucratic middle class of the Emirates. The Emirs themselves, numbering only a few dozen in total, are the feudal lords of the ESE, each independent and sovereign within their own realms as absolute rulers. Many reign as brutal warlords or criminal overlords, others as extravagant industrial titans, some as reclusive scholars, a handful as competent administrators, and a few even as jet-setting global celebrities. Each Emir maintains their own forces, both to maintain their own realm and provide for the common defense of the Emirates when called. These can range from small bands of mercenaries to professional forces several thousand strong, equipped with gears and aircraft. Finally there is the Partriarch/Matriarch, a Masao to whom loyalty is owed by all, and whose word is law across the League. At their call is the Ethereal Guard, a deeply religious and fanatical fighting force dating back centuries, lavishly equipped with some of the most advanced military hardware on the planet, and with a deserved reputation for efficiency and brutality.

Outwardly, this system is designed such that the Shajhalin serve the Emirs, and the Emirs in turn have a duty to look after the commoners as benevolent rulers, with the reigning Masao taking on the role of ultimate parent figure to the people of the ESE, imbued with the spirit of Enri Masao's sacrifice. In practice this system has long since broken down as a functional two-way relationship, and many Emirs, with significant corrupting influence from both the Republic and the Dominion, have grown monstrously decadent, making bloody rebellion by the Shajhalin routine. This issue reached its peak with the former Patriarch, Oliver Masao. A true madman who instigated a massacre among his extended family for succession simply to offend Lord Chancellor Tanaka, the ESE was plunged into a hideous civil war under his reign. Emerging victorious following Oliver's suicide, Emir Nigel Shirow of the rebellious Free Emirates became Regent, marrying the new Matriach Lysia Masao, Oliver's sister and last surviving relative. Shortly after the coronation, the Emir Raphael Bravo boarded the HCS Eastern Sun in the city state of Skavara, and returned the ship to the stars, shocking the world and disappearing from Terra Novan orbital scanners shortly thereafter.

NOTABLE LOCATIONS

Strathclyde: Capital of the ESE, primary barracks of the Ethereal Guard, and home of Nigel Shirow.

Skavara: Once the home of the Eastern Sun and center of Emirate industry, much of the city was obliterated when the Eastern Sun blasted off. Reconstruction efforts have been stymied by significant radiation levels and CEF attacks.

Basal: Shirow's home city-state, this once ruined city-state has largely been rebuilt in the years since the Interpolar War.

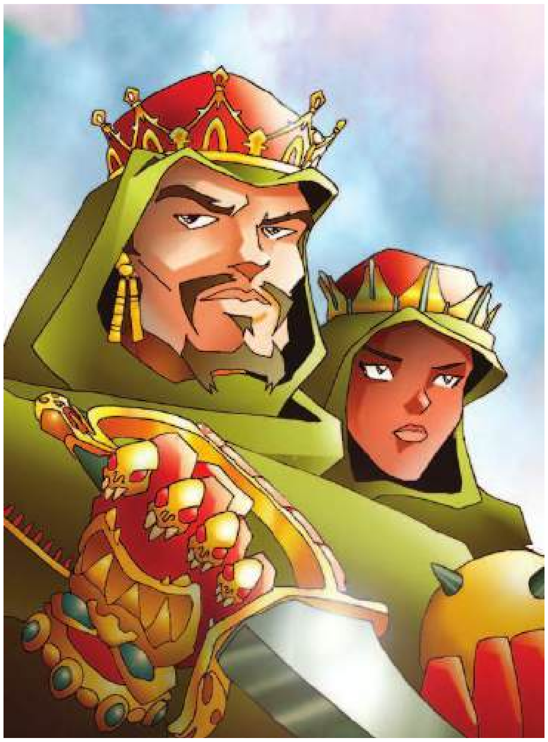
CURRENT ISSUES

The ESE is once again in a state of turmoil. With the closing of the Interpolar War and the ascendancy of Lysia and Nigel, it appeared for a short time that the future would have hope. This was further reinforced when Lysia gave birth to an heir and secured the line of succession. Unfortunately, and unknown to most, the heir was almost immediately kidnapped by unknown agents. While a terrible tragedy, and personally devastating to the ESE's new rulers, the succession question could be solved by producing another heir. Tragically for the Emirates, however, this would never come to pass. During the Southern Civil War, an attempt to assassinate Nigel Shirow by an unknown faction was ordered, resulting in an unclaimed ortillery strike on a redevelopment conference that Nigel had left minutes before. While he survived unscathed, Lysia's presence at the conference had been unanticipated given her avoidance of the public spotlight since childbirth, and she had remained behind for closed-door discussions. When the building was struck, the Matriarch was buried within the rubble. With the fall of Molay and the ascendancy of Louise DeRouen as Prime Minister of the Republic, she informed Shirow that his child, the Masao heir, was in her safe custody, blaming the strike on former Lord Protector Jacques Molay's orders. Informing him that the Republic would continue to support his rule as Regent, and would "safeguard" the precious heir, political stability was maintained in the Emirates, forestalling the horrors that the extirpation of the Masao line would bring to the social fabric of the ESE. While some Emirs took the opportunity to make mischief, and the news of Lysia's death engendered genuine sadness among the Shajhalin population that had quickly come to idolize her, Shirow was able to quickly quash any challenges.

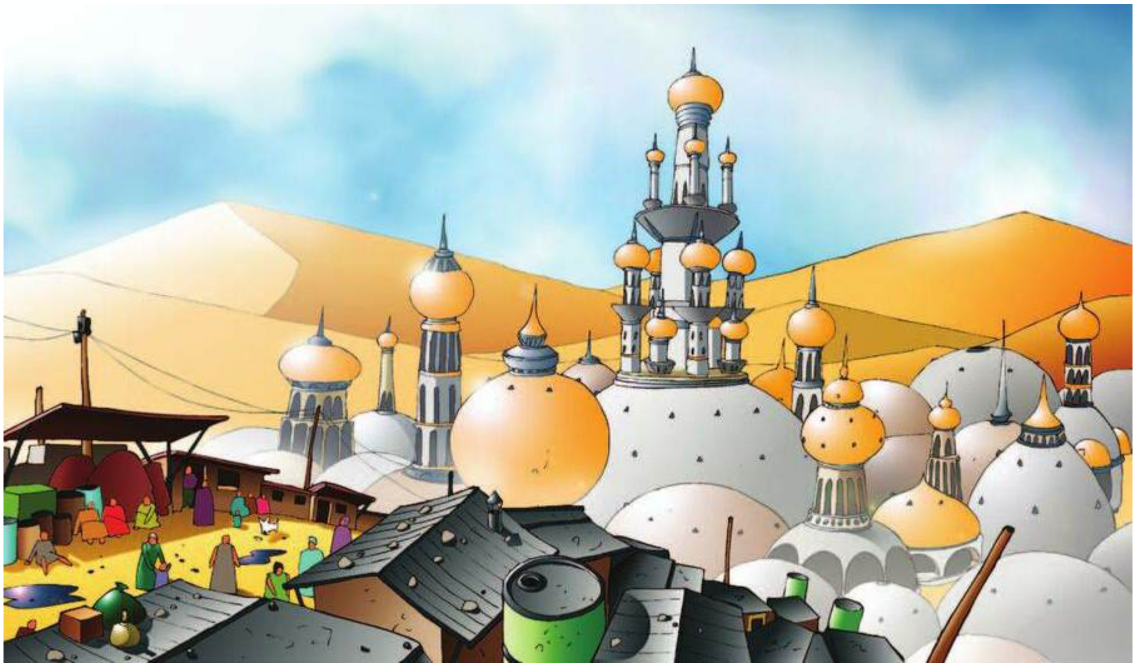
Things took a new turn with the long-anticipated return of the CEF. Despite the brutal effectiveness of the Ethereal Guard and the efforts of several MILICIA legions in fighting the invaders many Emirs sided with Earth, and the mysticism of the home world proving alluring to many commoners. Most notoriously, the murderously insane warlord Taline Za'aliel of the western Okavango openly operated alongside the CEF, long believing he was born to personally punish the people of Terra Nova. With the fall of the Free Humanist Alliance, many HAPF and MILICIA units found refuge in Raleigh, a stronghold of support for the former Matriarch and by extension Shirow. Rallying these forces, along with Mekong units trapped on the wrong side of the Serpentine range, Shirow has led an increasingly effective hybrid conventional-guerilla conflict against the CEF and their allies. This fearsome multinational resistance has been mythologized in some corners of Terra Nova, a surprising showing from an unexpected corner.

INTERACTING WITH THE EASTERN SUN EMIRATES

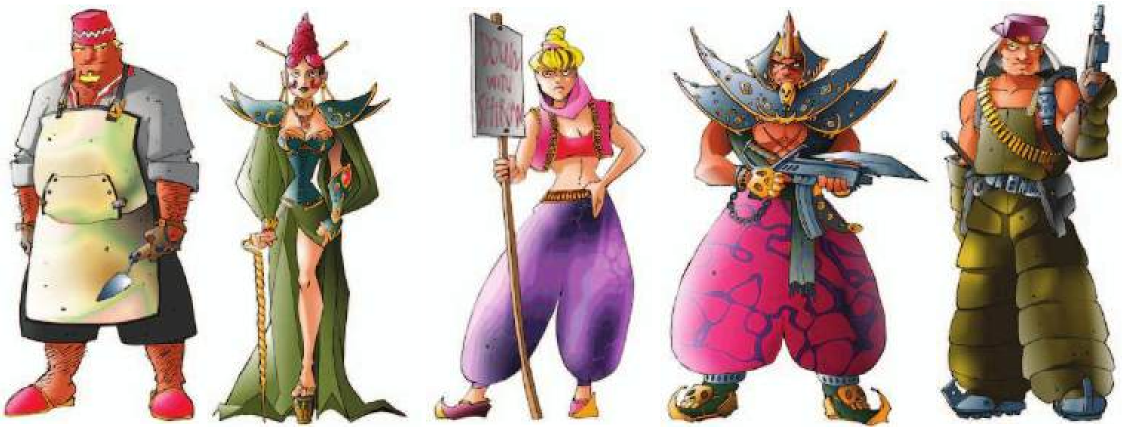
Generally living in extended family groups, most Shajhalin society is matriarchal, with mothers and grandmothers acting asthe keepers of culture and family history. Solicitors tend to live in more patriarchal immediate family groups. For Emirs, the concept of family is subjective, as the only thing that matters is blood lineage. Northerners are typically seen as judgmental strangers, with relatively little direct contact with the peoples of the CNCS. Relations with other Southerners tend to be strained, as interactions are often on unequal footing, though relations with Humanists - another caste-society - tend to be genial. Regardless, the Shajhalin are a warm and welcoming people, eager to share a table with outsiders. Law and order are subject to the whims of each individual Emir, for whom literally nothing is beyond reach.



Nigel Shirow and Lysia Masao



Strathclyde: Capital of the Emirates



THE HUMANIST ALLIANCE

Built as the ideal society, and the first true league to form on Terra Nova, the Humanist Alliance became renowned as a carefully curated utopia; a technologically advanced nation where every citizen's life was managed, monitored, and supported by the state from cradle to grave.

Based on the Unified Determinist Theory of Biological Evolution developed by Yuri Gropius, Humanist Society is divided into three distinct castes: Preceptors, Protectors and Commoners. Like in any complex living organism, the parts act collectively to make a more effective whole. Where there is unity there is strength, and in the Humanist social model the role of each citizen and the ideals they aspire to are carefully enforced for the betterment of the whole. The Commoner caste comprises the bulk of society, and is considered the least able to uphold the selfless values that are required of those who will protect and lead. When assigned a career as a teenager, Commoners become apprentices to their assigned Guides from then on and learn their trade. They have their careers effectively mapped out based upon their performance, and generally remain fully productive until they enter semi-retirement at 75 cycles. During their career a worker may, for reasons of interest, experience, and changes in demands in society, be advanced in a different direction than planned, or be retrained to do other work. The positions of Commoners cover all tasks that do not involve combat and weapons training, scientific research, or the management of society. Protectors have the roles of police and the military. Most perform a tour of duty in the Humanist Alliance Protection Force (HAPF), the league's armed forces. This rotation is considered important by the preceptors to reinforce their identification as defenders of the Alliance, and to establish an effective "ready reserve" for times of war. The HAPF itself has been called one of the most professional and technologically advanced forces on the planet, though large numbers of Protectors seconded to the MILICIA often found themselves used as expendable shock troops due to their superior training and non-Republican origin. Preceptors are the scholars and leaders of the Alliance. They form a self-perpetuating eight-tier heirarchy ruled by the Illuminatus, a Preceptor selected by their peers and the previous Illuminatus for exceptional skills in leadership and social planning, as well as supreme appreciation of the fundamental virtues that are required for enlightened leadership.

Formed several decades before most of Terra Nova's other great Leagues, the Humanist Alliance has both achieved and endured much. When the Republic began the wars that would found the AST, the Alliance resisted. This resulted in a full scale invasion, culminating in a bloody war that cost the SRA far more than it had expected, finding the HAPF to be a brilliantly capable fighting force instead of the legion of brainwashed automatons the Republic imagined. The war was only brought to a conclusion by overwhelming ortillery bombardment and aerial assault before the Alliance was brought into the AST. Following this event, the complex multigenerational plan dubbed Operation LongNight was launched by the Preceptors. This would begin to bear fruit in time, particularly following the War of the Alliance, as ties developed with Port Arthur and the nascent NuCoal thanks to the tireless works of Preceptor Gavin Hypolite.

NOTABLE LOCATIONS

Raleigh: Once renowned as the Alliance's wildest city, now a Free Emirate and rallying point for all HAPF units outside NuCoal.

White Rock: Former headquarters of the HAPF Central Command, much of the city was intentionally destroyed by withdrawing Humanist units before being overrun by GRELs.

Perth: Capital of the Humanist Alliance and one of the largest cities on Terra Nova. Currently occupied by the CEF.

CURRENT ISSUES

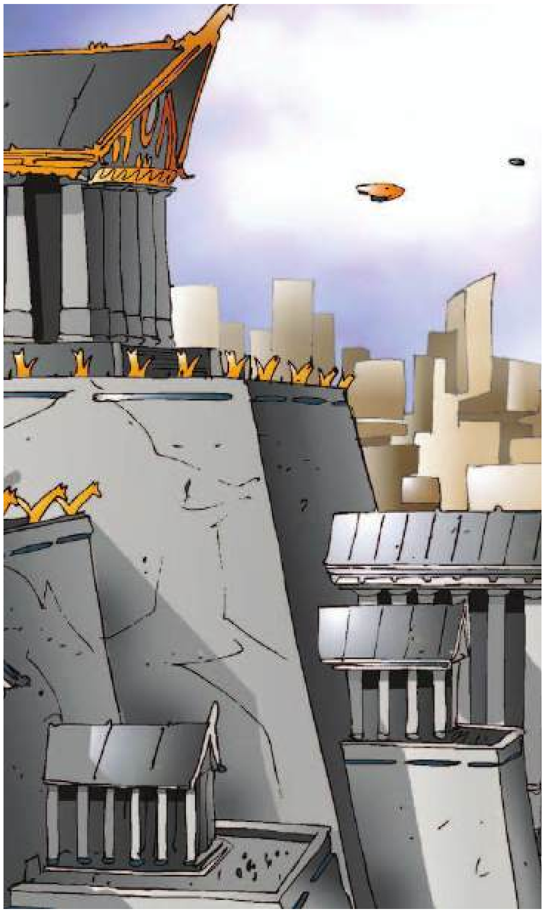
Recent cycles have not been kind to the Alliance. With its ever-present watchful eyes, the Republic eventually discovered elements of Operation LongNight, and secretly unleashed what it called the "Twin Falcon Contingent", which became known to the world as the Theban Blight. A biological weapon which devastated the Alliance, most of the Preceptor class succumbed to the Blight, including Illuminatus Salvador Anastapulos. In its weakened state, the Republic officially annexed the Humanist Alliance under the auspices of the AST, stating to the world that it was stepping in to restore order in the wake of the ongoing public health disaster. With the Interpolar War erupting at nearly the same time, parts of the Alliance became a battlefield. The city state of Raleigh resisted Republican domination, eventually becoming a Free Emirate loyal to Lysia Masao while maintaining its Humanist system. During this time the Alliance made use of its connections with Port Arthur, transferring many industrial, scientific, and administrative assets to NuCoal and preserving part of the Humanist state within the new League. Refugees from the occupied city states and battlefields followed, though many fell victim to raiders during the long journey across the Badlands.

Amidst the turmoil of the late 1940's, the Republic found itself consumed with its own internal troubles. Divesting itself of direct rule of most of the Alliance's territory, Humanist control was ostensibly invited to return as the Free Humanist Alliance, though MILICIA units remained stationed throughout the League's territory.

While redevelopment of physical infrastructure proved swift, the disruption to Humanist society had proven immense, and the losses suffered by the Alliance were not made whole quickly. When Earth returned, the Humanist Alliance managed to inflict significant damage on CEF forces landing from orbit, having developed advanced aerospace defense capabilities for key city-states. Facing the Earth's forces on the ground, the HAPF's technological expertise allowed it to match many of the CEF's advanced systems, and it was on the streets of Thebes that the true horror of the new FLAIL systems was unearthed. Ultimately, though, the overstretched and overburdened HAPF realized it would be overwhelmed attempting to defend the entirety of the League. The losses and stresses of the earlier cycles had left it unprepared to defeat the onslaught it now faced in conventional battle. Utilizing the infrastructure of LongNight, the Alliance once again withdrew from its ancestral homeland. What could travel along the new Sigma Maglev line to NuCoal, mostly Commoner refugees, did so, while the HAPF organized a defense in depth to cover a staged withdrawal northward. Initially holding the CEF at the Pacifica range, a daring Edenite amphibious assault across Lake Hawkins took the defenders by surprise, opening the way for the CEF hovertanks to break out into the Tobian plain and encircle Gardena and Oxford within days. What HAPF units remained outside the cauldrons, or that were able to effect breakthroughs, made their way to Raleigh and joined with Regent Shirow's defenders.

INTERACTING WITH THE HUMANIST ALLIANCE

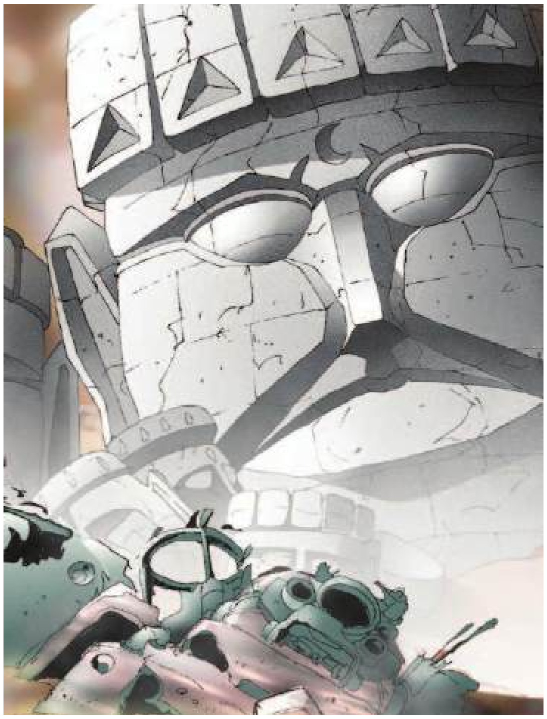
The Alliance claims to be the most socially aware league on Terra Nova. All citizens are brought up in a disciplined educational system that places society above family, the whole above the individual, and ingrains in citizens the need for moderation and the requirement to bear the load that society has given them. This is not to say that Humanists live dull and unfulfilled lives. The spirit of cooperation and support that exists is a drastic contrast to the way most other societies live, and citizens of the Alliance are well aware of this. All citizens are encouraged to have their own personal interests outside those of the life-job they have been selected for. They also receive rewards in the form of holidays, and material benefits for the commoner caste. Most of all they appreciate that without their help, the utopia would fail, and most citizens hence get a deep sense of satisfaction from a job well done. Humanists are generally modest, conservative, and tolerant of others. Many religious detractors of the Alliance have trouble attacking it because of the basic attitude of goodwill that pervades the society. Humanists learn to respect others and their place in life no matter what, because all parts are important to the whole - a notable similarity to many religions. Family life in the Alliance differs radically from most other cultures on Terra Nova. Children are wards of the state, and a Mentor is assigned upon reaching the age of 16 who will provide a lifelong parent figure. Monitoring and surveillance is pervasive in Humanist society, and the security services of the Protectors are always present. Most welcome this, seeing it as ensuring their safety and the wellbeing of society, and are often genuinely thankful for "treatments" received from the Department of Health and Morality. With respect to other Southerners, Humanists view the Republic as an imperialist oppressor, the Dominion as all they have freed themselves from, and the Emirates as the worst of what the Alliance could be. Relations with the North have traditionally been strained, the North's religious biases viewing Humanists as soulless robots who lack free will and a general lack of contact behind the polar divide contributing to widespread cultural misunderstandings, though relations have improved since the events of the Interpolar War.

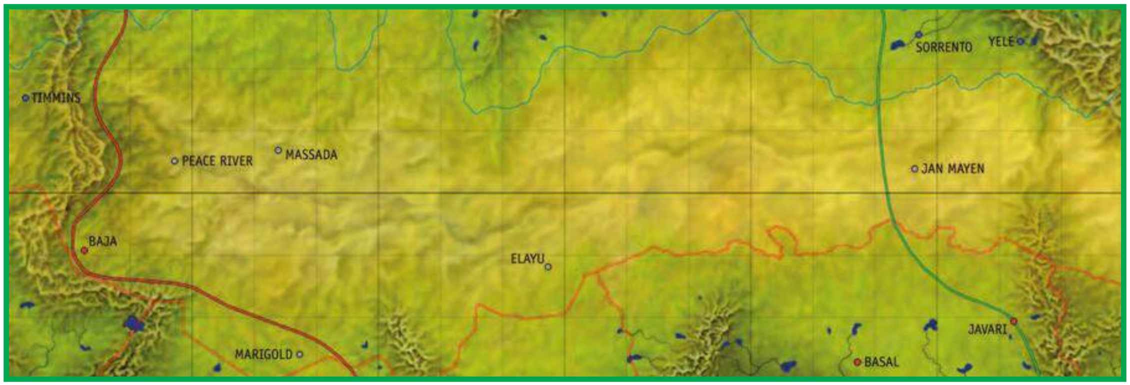


Perth: Capital of the Humanist Alliance

WELCOME
TO THE
LAND OF GROPIUS

Geographically, Terra Nova is divided into 3 major regions: the two poles and a band of desert that separates them called the Badlands. The Badlands are mostly desert, although savannah and even plains are common as one works towards the poles. Days are hot, water is scarce, and growing food is a chore. Most of the hardy souls that call this region home live in highly fortified city-states or in small outposts. Most of the city-states have long since aligned themselves with the North, South or recently NuCoal. Those that live in outposts are often centered around an oasis tower, a large structure that is partially underground. Within can be found hydroponics, markets, living quarters, water recyclers, and just enough amenities to be called civilization. These structures are largely unorganized. Aside from the threat of war, Badlanders need to contend with the environment, predatory creatures, minimal resources, and bandits (called Rovers) in order to survive. Many do not, and the average life expectancy of a Badlander is relatively short. However, there are many who still choose to live there. For some it's a case of freedom from the rules of society, and for others it's a chance to start fresh, while others are born into tribes or groups and have never known the offerings of civilization aside from rumors and occasional talk with weary travelers.

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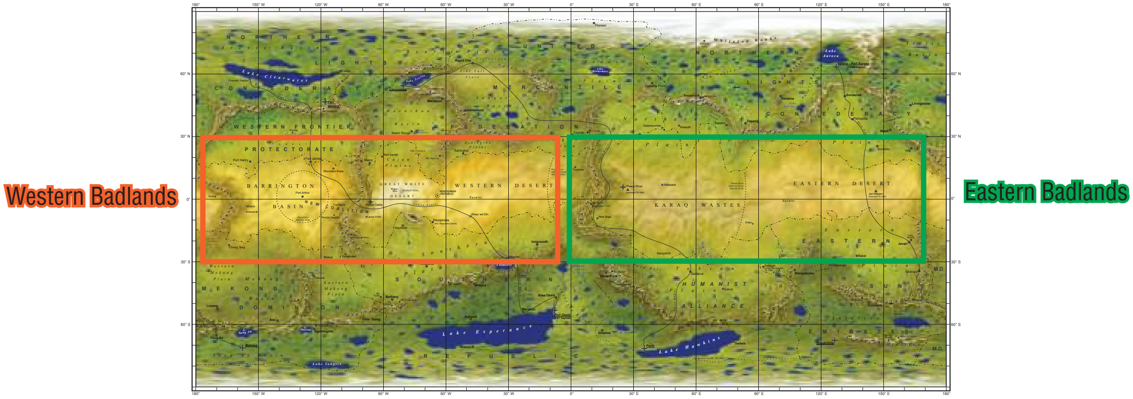
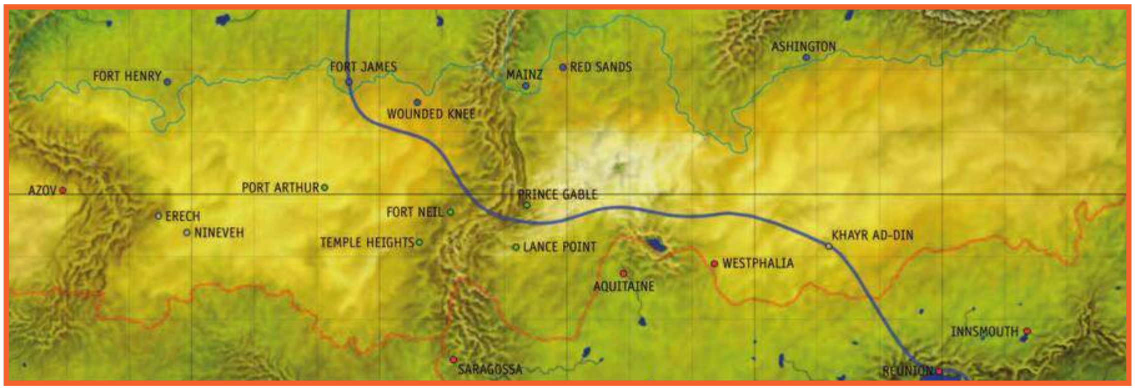

Western Badlands
Eastern Badlands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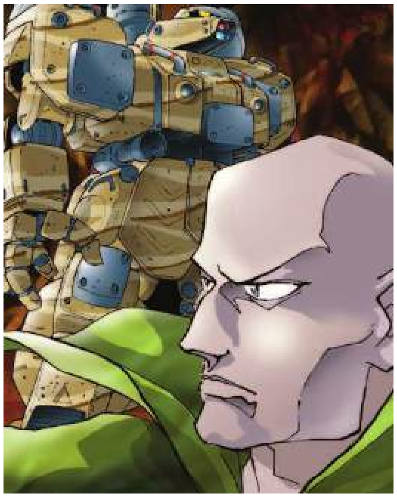
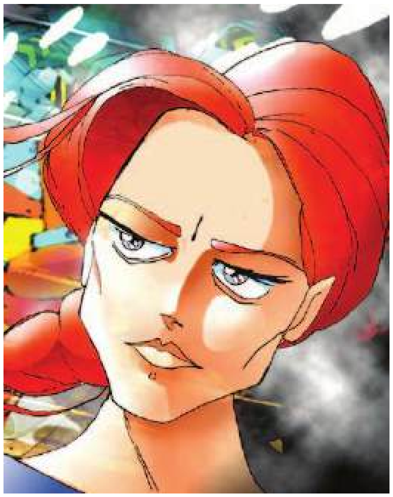
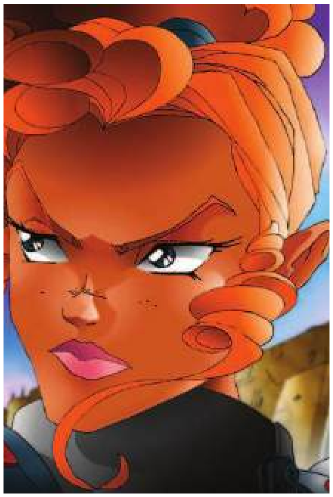
KHAYR AD-DIN
WESTPHALIA
AQUITAINE
INNSMOUTH
SARAGOSSA
REUNION


Colonel Proust:
GREL revolutionary


Katryne Sanz:
Leader of the Khayr ad-Din Army


Milani DeBeau-Slovenski:
CEO of Paxton Industries

NUCOAL

The New Coalition, or NuCoal for short, is the youngest league on Terra Nova. Founded in the wake of the War of the Alliance as an economic cooperative, the league has since evolved into a full nation. NuCoal is composed of various member city-states which have willingly joined to secure their own interests against aggression from the polar powers. The central pillar of this alliance is Port Arthur, a city-state run by the remnants of the first Earth invasion force. Abandoned by their comrades, these former invaders now make their home on the same planet they sought to conquer. In addition, NuCoal plays host to a large contingent of Humanist Alliance personnel that fled their homeland when the Southern Republic invaded just before the Polar War. These exiles have integrated into NuCoal society and now act as its technological base, keeping the small nation competitive with its rivals. NuCoal maintains peaceful, if somewhat strained, relations with the North and South. At the start of the 2nd CEF invasion, traitorous forces launched a coup and took over Port Arthur, throwing the alliance on its heels. Port Arthur was liberated and CEF forces pushed out of NuCoal territory with time, but suspicions still abound. Relations with Peace River are antagonistic, as the two view each other as rivals in the Badlands. Peace River units even launched a brief assault on NuCoal after the coup in Port Arthur, which has not helped relations. To other Badlanders, NuCoal has a mixed reputation. Its association with Port Arthur and its expansionist nature have not endeared it to many other Badlands communities. However, the economic prosperity membership brings attracts just as many. NuCoal does not contribute as much to the Black Talon program as others. None of their machines are used by the Talons, and only a handful of their pilots have joined the organization. That said, no negative factors affect the relationship between the two. NuCoal is openly hostile to any of the Invaders and holds ire for Earth and CEF personnel.

NOTABLE LOCATIONS

Port Arthur – A major military and political center, founded by CEF survivors of the last invasion.

Fort Neil – NuCoal's leading manufacturing city and home of Neil Motorworks, NuCoal's main military contractor.

Khayr Ad - Din – City of duelists with a somewhat lawless reputation. Run by the Spider, a former criminal overlord.

CURRENT CONCERNS

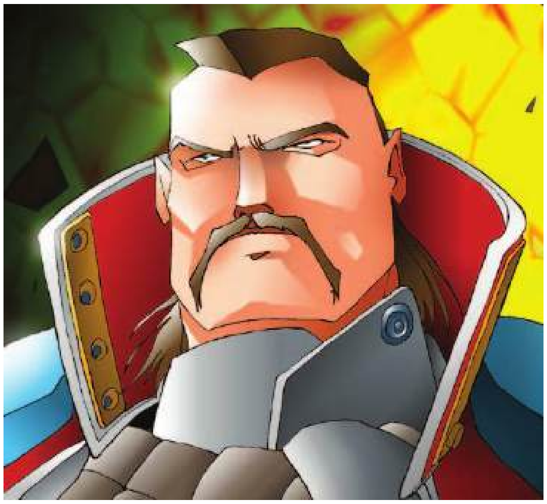
NuCoal's largest concern right now is the removal of traitorous elements from its own forces. Mostly centered in Port Arthur, a series of crackdowns aimed at verifying the loyalty of certain people have been implemented, and those identified as disloyal are tried and often executed or imprisoned. Some are unrepentant Earth sympathizers, while others are remorseful or even claim innocence. The zeal with which some of the hunters have acted have raised concerns about fair trials, with some even labeling them a "witch hunt".

The next major concern is logistics, NuCoal is a small nation with a high-tech military and infrastructure. Over 4 cycles of war have strained it to the limits. The military struggles with supplies, and this trickles down to the population. Shortages, high prices and other economic hardships are common.

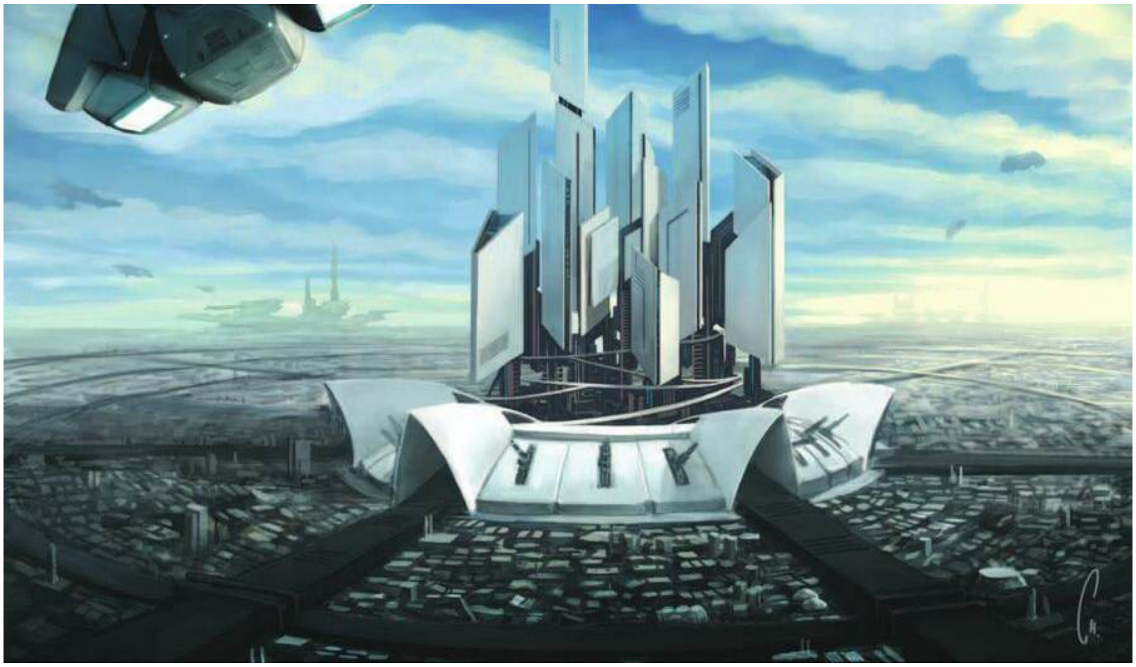
The last major concern for NuCoal is the recent death of Colonel Arthur. Officially NuCoal is ruled by a council, but Port Arthur's status as senior partner has given its leader more power than expected. Colonel Arthur was the military dictator of Port Arthur and thus the figurehead of NuCoal. His recent death at the hands of CEF assassins has left the senior government in chaos. Political maneuvering and deals made in secret have risen as many seek to take his place as. A surprising frontrunner is The Spider, leader of Khayr ad-Din. Originally a thug and crime lord turned civil servant, his actions during the assassination of Colonel Arthur have fueled a meteoric rise in popularity.

INTERACTING WITH NUCOAL

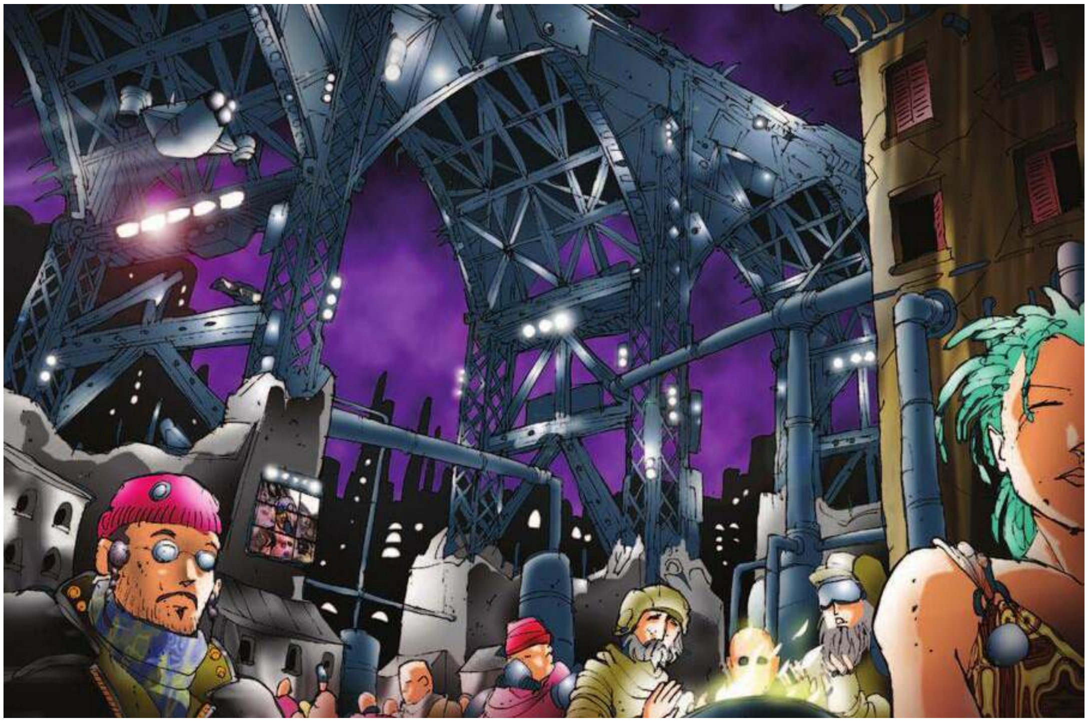
The people of NuCoal are an eccentric collection of various histories, origins, and goals that generally act in harmony. Visitors to NuCoal find the frontier hospitality welcoming, although the people won't just hand out food and lodging. Business is alive and well, if somewhat strained by shortages and rising costs. Military types are common, and not viewed with any particular honor or rancor. NuCoal businesses will sell just about anything except top-of-the-line military hardware to anyone with deep enough pockets. NuCoal's government is relaxed and relatively light on bureaucracy. In many city-states visitors come and go without any interaction with local officials. Those interactions that do occur are usually legal issues such as theft, assaults, or not paying appropriate taxes. The NuCoal military has a very down-to-earth feel, with soldiers stationed to protect their homes directly. This makes NuCoal military units well motivated, but occasionally causes security concerns given how close they are to the general population.



Colonel Arthur: Deceased leader of Port Arthur and figurehead of NuCoal



Port Arthur: Military hub of NuCoal and home ot the Port Arthur Korps



Khayr ad-Din: City of Duelistis

PEACE RIVER

The most centrally focused league on Terra Nova, Peace River consists of a single large city that exerts influence over a wide area of badlands settlements. The nation is run by Paxton Industries, a massive industrial conglomerate reorganized from the holdings of the weapons and military technology manufacturer Paxton Arms, which still exists as the group's largest subsidiary. Originally a highly stratified corporate society divided into a caste system with executives on top and workers at the bottom, Paxton's social structure was fundamentally altered by a series of disruptive shocks, most prominently the antimatter bombing that destroyed the original city. Though control of the corporation and government is nominally invested a board of directors and elected council respectively, in practice these are both just rubber-stamps for Milani DuBeau-Slovenski, CEO of Paxton Arms and overall president of the conglomerate.

Paxton's assistance proved decisive in the War of the Alliance, as they abandoned their initial pledge of neutrality to assist the polar leagues in defeating the CEF. This resulted in the identification of Peace River as a priority target for sabotage by agents from Earth, culminating in the TN 1939 bombing that killed the majority of the population and reduced most of the original city to a radioactive crater. Surprisingly, Paxton managed to recover from this seemingly fatal blow, though a few cycles were spent mostly out of the public eye as they reorganized into Paxton Industries and constructed New Peace River. Most attributed this to the strong leadership of new CEO DuBeau-Slovenski, though her constant use of emergency powers to extend her authority made her many enemies. In TN 1946 the remnants of the executive caste attempted a coup d'état with the assistance of a rogue PRDF regiment, but it was quickly put down and used by Milani as an excuse to purge Paxton's leadership and permanently cement her control. She has used this power to take the collective trauma of Peace River's inhabitants and forge it into a culture consumed by the prospect of vengeance against Earth. The second CEF invasion gave them the perfect opportunity to turn it into reality. The CEF's advance towards New Peace River from the Karaq Wastes ground to a halt in a series of brutal battles of attrition with the PRDF around New Baja. Despite devoting itself completely to the war effort, Paxton's profits have actually increased since the invasion thanks to the South's insatiable need for weapons and the North's struggle to rebuild its depleted forces.

NOTABLE LOCATIONS

New Peace River — A sprawling metropolis in the shadow of the Pacifica Range, New Peace River has surpassed its predecessor in industrial output, though it lags behind in terms of aesthetics. The population numbers over a million people, many of whom are refugees from around the globe.

The Paxton Protectorate – Originally called the Peace River Defense Zone, this area extends from the Zagreb Plains in the west to limits of the Karaq Wastes in the east. This area of the Badlands is patrolled by the PRDF and its security contractors. Paxton takes a heavy hand close to Peace River but allows wide autonomy further out in the desert, albeit mostly because few forces and supplies are committed there in the first place.

The Lonely Hills Cluster – A collection of badlands communities and Paxton holdings close to the Humanist Alliance. It has become a hub for Humanist, refugees some of whom are actively working against the South and creating a difficult security situation for the PRDF.

Blacksites – Paxton has numerous secret development sites throughout the Protectorate, which build technology for the PRDF and Black Talons. They are often hidden by a mundane facility as cover, and are one of the advanced primary defensive concerns of the PRDF, second only to New Peace River itself.

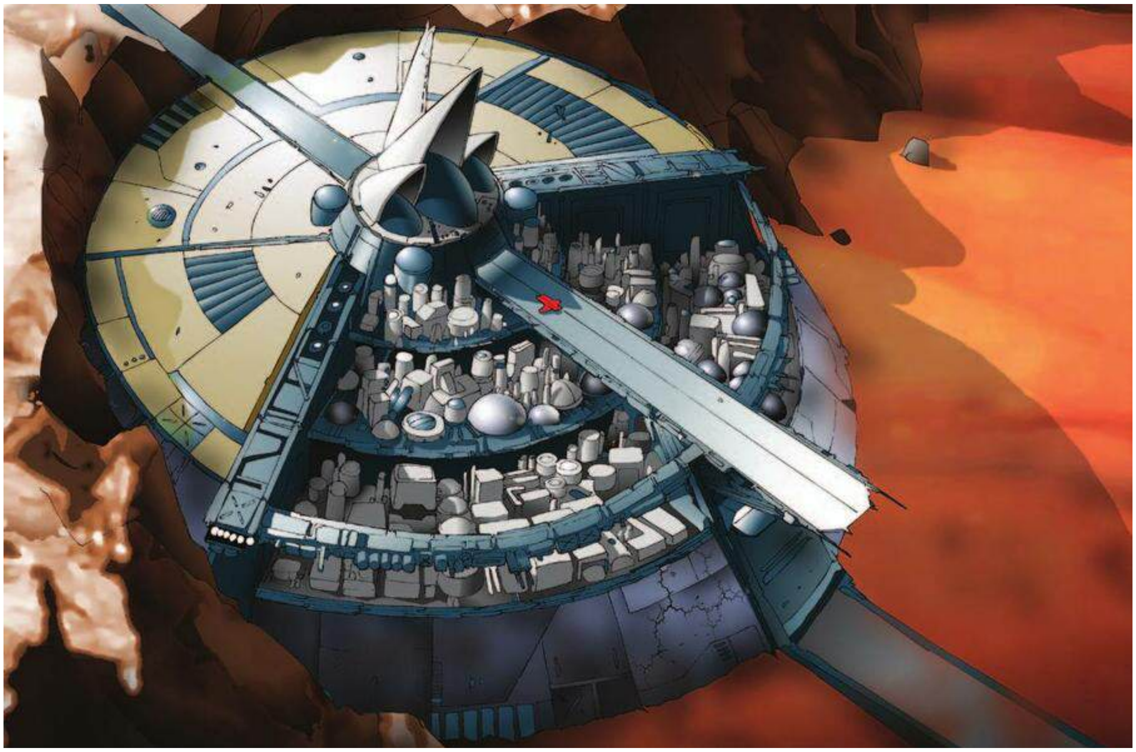
CURRENT CONCERNS

New Peace River has been in a survival mindset for years due by a combination of trauma, rebuilding frenzy, and paranoia. The city is back at pre-bombing industrial capacity and has even acquired new capabilities like a spaceport, but is largely lacking in art and culture as a result of the focus on military production. DeBeau-Slovenski is pleased by this militaristic direction, and has recently created the position of Chief Security Officer, establishing her as the absolute authority over all military forces in the Protectorate. While some see this as her setting herself up as an absolute dictator, Milani remains widely popular with Riverans as an embodiment of the cultural need for vengeance against Earth.

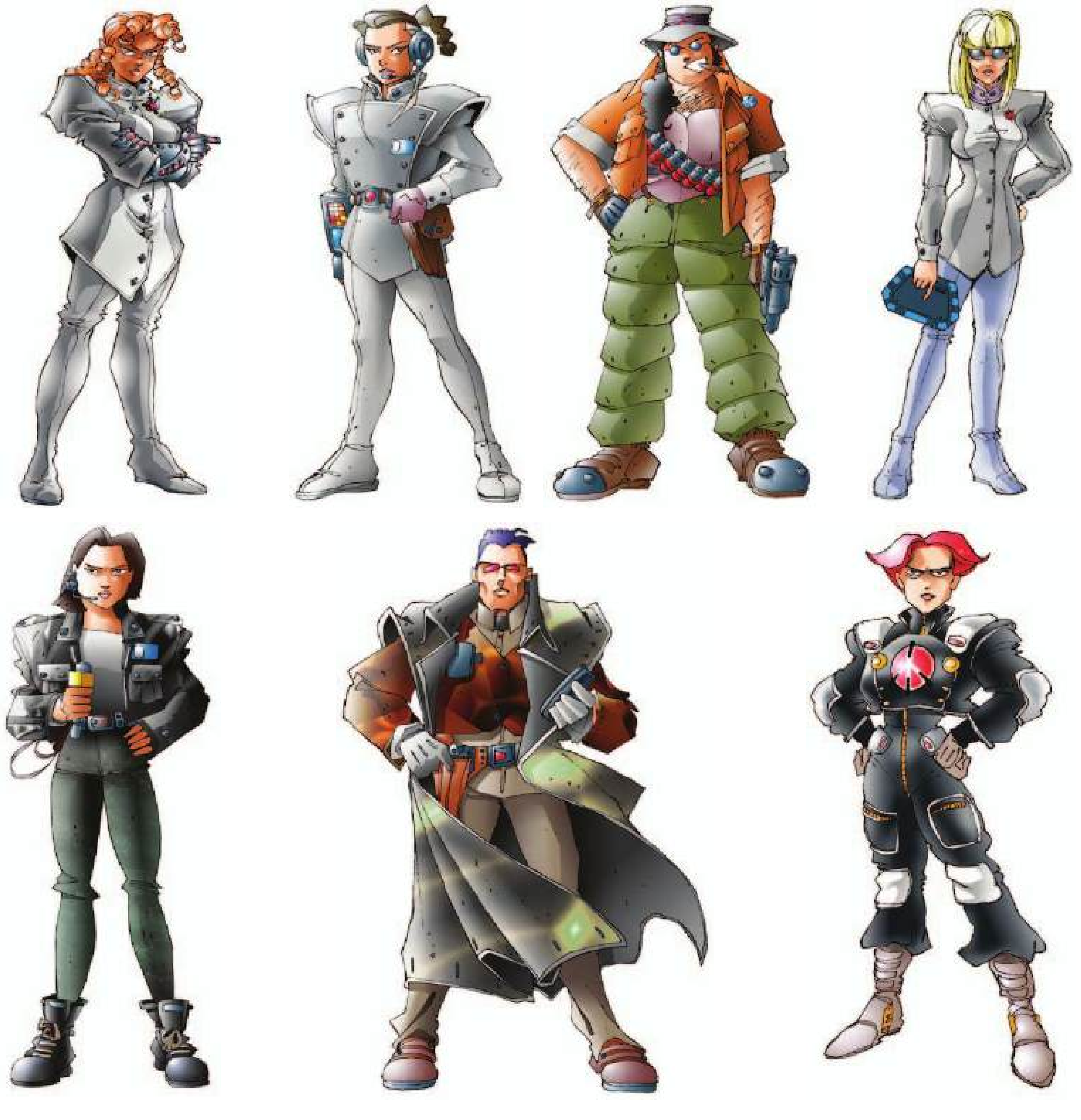
Paxton is also concerned with maintaining their defense agreements with the communities in the Protectorate. It was much easier to keep these promises when the primary conflict was between the North and South, who had less of an interest in claiming Badlands territory. Now, with the CEF threatening distant outposts, the PRDF and POC are spread thin and increasingly rely on military contractors and private mercenaries to protect the outlying settlements. As the primary equipment supplier of the Black Talons and their main link to space, Paxton has also been the constant target of CEF infiltration attempts and raids, which has resulted in increased paranoia from PaxSec and a constant security presence, putting a strain on the nation.

INTERACTING WITH PEACE RIVER

Peace River is a culturally corporate area, and most interactions with them take place in that context. Paxton Private Security has contracts with dozens of private military units and mercenaries across the globe, allowing them to extend their reach far and wide, though most Peace Riverans are too concerned with revenge against the CEF to be interested in foreign matters. A notable exception is NuCoal, which Paxton is often at odds with. This partially stems from the general hatred of anything related to Earth, but is also driven by jealousy at how NuCoal has done more to unite the badlands in a few cycles than Paxton had in decades. Riverans insist that the fact that Peace River has always seen itself as more of an ideal that all badlanders should aspire to rather than their equals has anything to do with this.



Peace River: Pre-bombing



BADLANDS SETTLEMENTS

The Badlands are dotted with occasional city-states. Each one a self-sufficient, well protected stronghold where its citizens and travelers can live and conduct their business. In contrast to these shining beacons of civilization, many Badlanders live in smaller outposts that barely qualify as settlements. Many of these settlements are centered around an oasis tower. The tower is a large building, which is about half underground. The upper levels are where travelers arrive can leave their vehicles, and above this are the administrative and power generation areas. The lower levels are full of living quarters, markets, hydroponics, and storage facilities. Outside the tower is usually a collection of buildings, some prefabricated and others built from scrap, that house more vehicles, workshops, homes and livestock. Many operate a nearby mine or oil field for income. A typical community like this has less than 1000 people, and many more number less than 100. Each has its own organization for leadership and security. No two settlements are identical.

Historically these settlements have tried to stay neutral in the larger wars on Terra Nova, but only to limited success. The polar powers rarely consider them when formulating battle plans, and more than a few have been turned into battlefields. When not faced with such danger, the people in these outposts do business with travelers and each other. There is often no law out in these parts and many an unwary traveler has met an unfortunate end.

CURRENT ISSUES

In the wake of the second invasion, Badlands settlements have found themselves in an unexpected position of importance. Their resources are in high demand among the other powers, who are not above using threats and violence to get what they want. Once-empty oasis towers are now filling up with refugees, upending the lives of existing inhabitants and causing friction between them and these new arrival. Many of the Badlands' settlements are feeling the influence of other powers trying to get them to join up. Overtures from the North, South, Peace River, NuCoal, and even the CEF are rising and further dividing the inhabitants.

INTERACTING WITH BADLANDS SETTLEMENTS

Settlements are very insular socially, but more than happy to take a traveler's money or trade. Most are used to the comings and goings of foreigners, and are as welcoming as they can be. Some will naturally mistrust outsiders but that is generally not the norm. Caution is advised, though, as more than a few unwary souls have met unfortunate ends at the hands of more unscrupulous outposts. The limited manpower also offers a chance for mercenaries or other contractors to help as needed. Payment is often in the form of trade goods, as cash or credit is hard to come by. The militias that are seen protecting these settlements are often wary of leading anyone back to their homes, lest the visitors turn out to be hostile.

INDEPENDENT BADLANDS GROUPS

While not numerous or important to the fate of Terra Nova, certain groups in the Badlands do form the structure of their dispersed society.

CARAVANS AND NOMADS

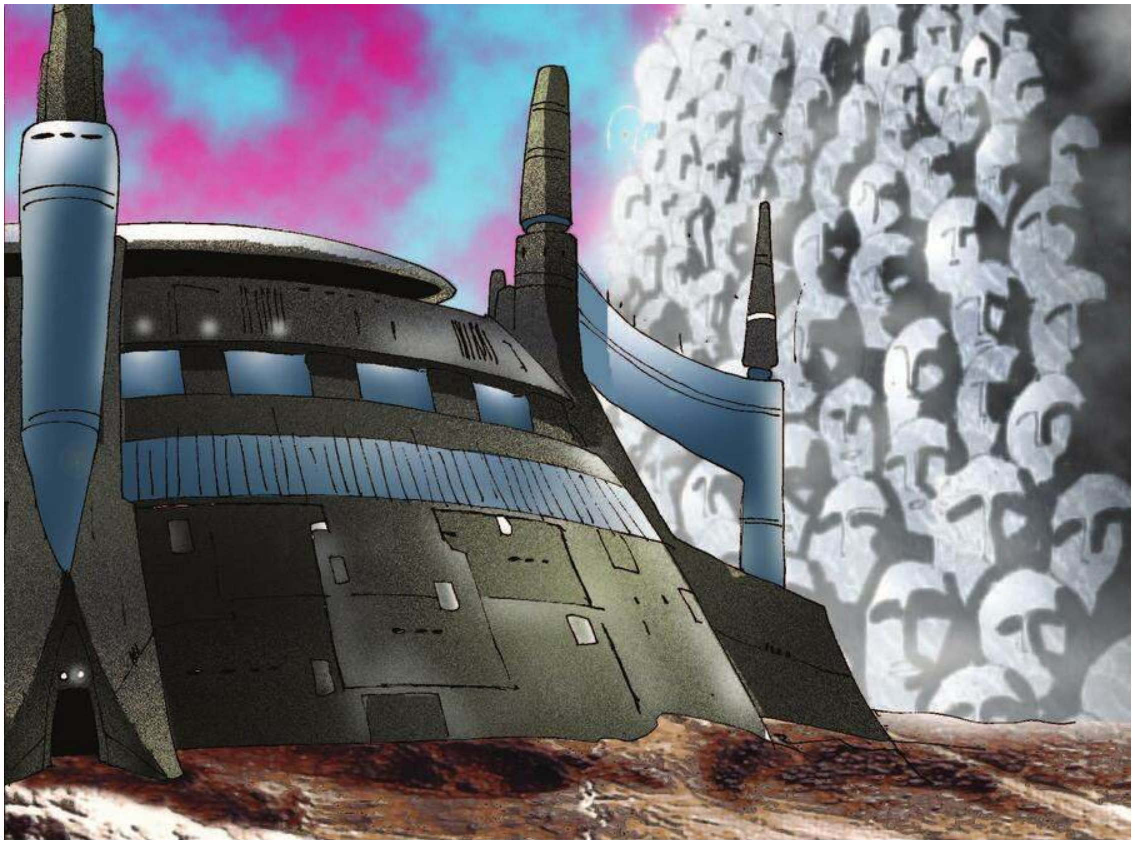
Groups of itinerant Badlanders travel from settlement to settlement, hauling goods across the sands. While the Maglevs and local rail do much of the day to day commerce of the planet, these caravan groups fill a vital need in keeping the desert connected. Most are based around a single family or allied independent operators. They own their vehicles, and often make just enough to get by from job to job. Mercenaries can be sure of steady work with a caravan, but there is always the risk that a job comes out a wash. Some Badlanders also make their lives as nomads, moving with animal herds, plying a trade from settlement to settlement, or selling their services as soldiers of fortune to those that need them.

ROVERS

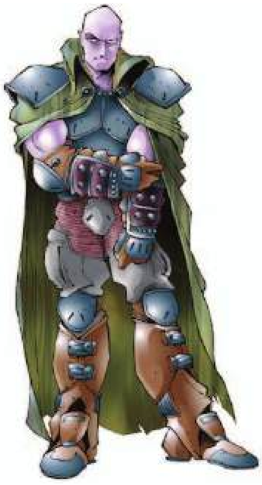
Some folks in the Badlands don't have what it takes to cut it in the desert, or see a much better future in piracy than barely scraping by in the sands. These bandits, pirates, and self styled highwaymen go by the name Rovers. Poorly equipped and trained, they might be working for the high ideal of supporting their local village, or just in it for kicks and quick cash. Their favored tactic is lighting raids with small offroad vehicles or bikes. Some Rovers are well armed enough to have older heavy gears or modified work gears. The proliferation of weapons from the early days of the CEF invasion has resulted in some well-armed bands able to threaten local mercenaries. There is something of a code to older Rover groups. They take enough for themselves, but never leave another Badlander truly stranded. Of course, for every rule there is an exception, and now and then your caravan might run into a gang of drug-addled psychos. Badlanders typically shoot first, just in case.

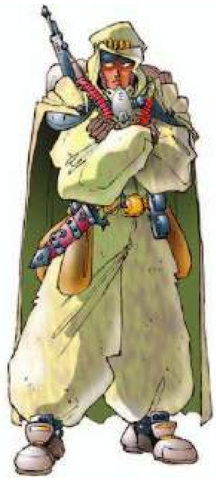
PARAMILITARY MOVEMENTS

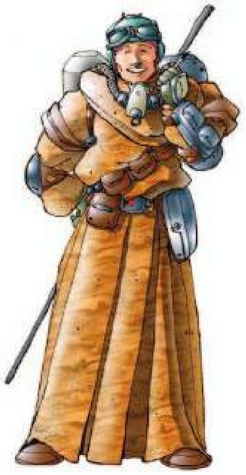
Many groups the leagues determine to be too dangerous to remain in their borders make it to the Badlands. They might be focused on a single goal, like overturning Polar control of local settlements, have nowhere else to go, such as military deserters, or have aims to form their own micro-league. The Badlands Liberation Front is a famous case. Different cells operate all over the desert, but they all share a dream of an independent Badlands. Whether they are terrorists or freedom fighters depends a lot on which cell (and on who you ask). Some groups seek the Badlands because they are on everyone's kill list. The Jan-class GREL Colonel Proust runs one such group. His "New Human Republic" (a nation in name alone) collected disaffected GRELs with the eventual goal of toppling humanity and bringing it under GREL rule, though they have recently been more concerned with resisting the CEF invasion and even helped to liberate Port Arthur. These groups are usually too weak to pose a real threat to the leagues, but they are more than enough to keep an intelligence analyst up at night. Still other groups operate in the Badlands for humanitarian reasons, beleiving it to be the place they are most likely to make a difference. The Khayr ad-Din Army (usually abbreviated as KADA), made up primarily of duelists from its namesake city, is a loosely-organized force that attempts to protect innocent inhabitatns of the Badlands from its many dangers. Though many of its top personnel have been scooped up by the Black Talons, KADA remains a dangerous foe, and has caused no end of trouble for the CEF's equatorial bases.

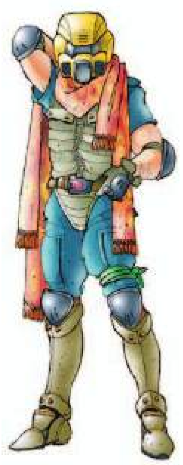


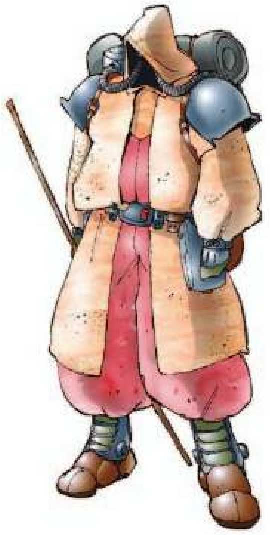
A Typical Oasis Tower near Temple Heights

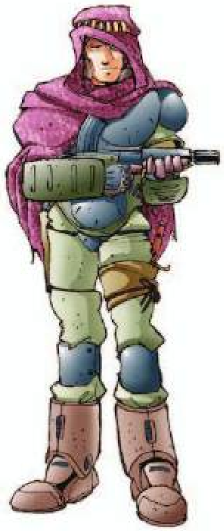


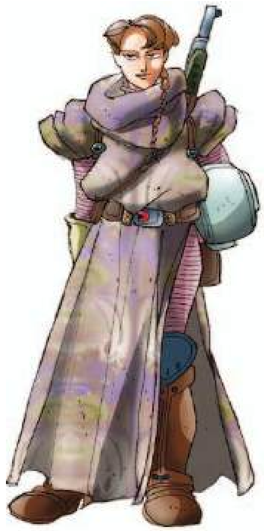


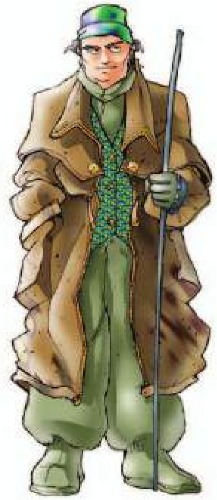












THE BLACK TALONS

The War of the Alliance came as a shock to Terra Nova. The idea that Earth was active again and hostile disturbed many people to the core, and it was hoped that a period of unity to fight off Earth would follow in the war's wake. This did not happen. Within 10 cycles the North and South were back at each other's throats. The resulting Interpolar War devastated both powers and alarmed those who still worried about the threat of Earth. The bombing of Peace River at the end of the war by Earth agents reminded the rest of the planet of Earth's threat, and a number of influential people from across the matter decided to take matters into their own hands, forming a private intelligence-sharing organization that would come to be known as the Westphalia Cabinet. The mebers of the Cabinet used their influence to push for the formation of a multinational aggressive reconnaissance force based out of Peace River. This force, called the Black Talons, would serve as Terra Nova's first line of defense, and take the fight to the CEF off world. The first Talon operation to Caprice was a success, and soon scores of teams were sent out to every colony. Some of these units were intercepted and destroyed, while others contacted resistance forces on the occupied colonies. The Talon operators began to train and assist the locals with the aim of throwing the CEF back. During these ops, Talon units engaged in questionable activities and some colonies openly accused them of war crimes. Regardless, the missions of these teams were largely successful and CEF bled on almost every world, intelligence was gathered, sabotage and assassinations performed, and examples of new Earth tech were captured. When the new invasion came, it was Talon teams that sent warnings home, even though the off-planet units could do little to help. On-planet Talon teams took the fight to Earth in space with a daring series of boarding actions that saw several major Earth ships crippled. Despite this, the Talons are few and cannot stand alone. Large scale assaults and operations visible to the public have not occurred, raising frustration amongst Terra Novans. Some now question if the organization was nothing more than a sham for someone to get rich. Talon missions on other worlds have been told to step up their campaigns against the CEF and collect allies. On Terra Nova several small military units from each nation have disappeared with whispers that the Talons have sent them somewhere. Regardless, Talons are friendly with all the powers on Terra Nova and hostile to the CEF.

NOTABLE LOCATIONS

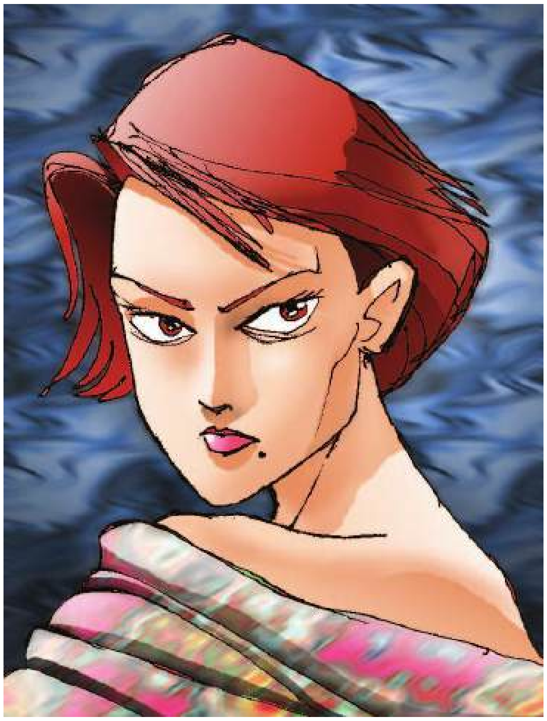
<Classified>

CURRENT ISSUES

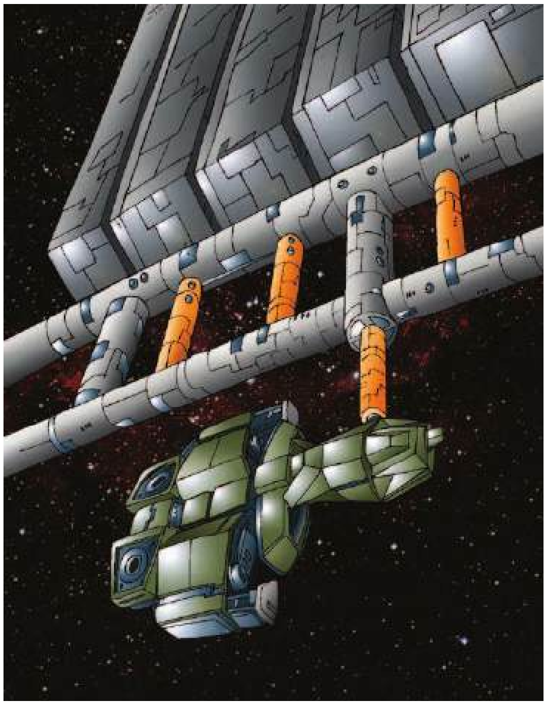
Planetside Talon units are in the process of collecting resources, weapons, troops, and other assets for something. They are desperately short of manpower and will not hesitate to use outsiders if needed. Internal issues amongst Terra Nova's leagues have spread to the Talons and internal friction is high. One example was a Talon team member sent to assassinate an Edenite leader. His team took position around a changing of the guard ceremony with a CEF garrison. When the time came, he shot the CEF officer in charge instead of the target, resulting in mission failure. While he died in the escape, journal logs seem to imply his hatred for the CEF's actions in Sorrento drove him to violate his orders. In addition, fights between members are on the rise as national tensions flare up. On the outside, many are now questioning the Talons' motives, actions, and even capabilities. The secretive nature of the Westphalia Cabinet has led to many conspiracy theories, while the lack of accountability or for an organization with so much power has led to calls for oversight from the more civic-minded.

INTERACTING WITH THE BLACK TALONS

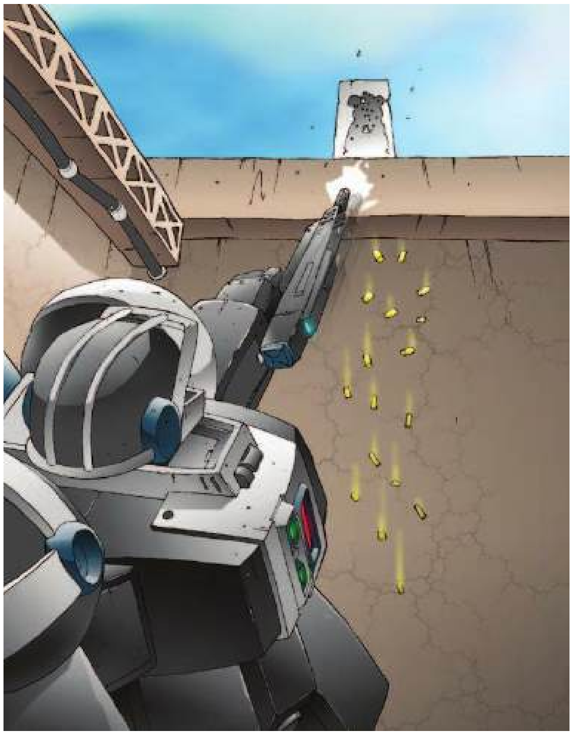
Most civilians do not interact with the Talons and if they do, the Talons initiate contact. Talon members are secretive, and will only engage in contact if needed. Several reports of groups of people helping the Talons have said how the groups didn't even know it was the Black Talons until it was over and the Talons were long gone.



Nicosa Renault, member of the Westphalia Cabinet



A Fury shuttle ready to depart from <Classified>



COLONIAL EXPEDITIONARY FORCE

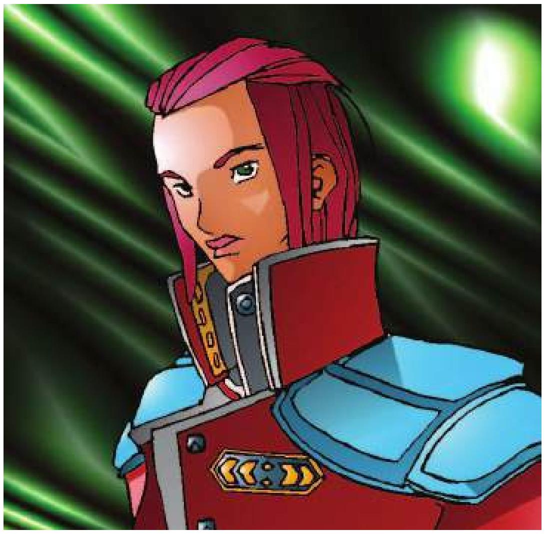
Referred to as the CEF by most, the Colonial Expeditionary Force is a military organization created by Earth to retake the colonies. It was Earth that first withdrew from the colonies after political pressure over the colonies' overall contribution to humanity, and Earth specifically. The plan was for the colonies to provide materials and food to Earth, but the development of the colonies demanded Earth net export those things to the growing worlds. Social pressure turned into political pressure and Earth pulled out of its colonies, sparking the Age of Isolation. The Human Concordat quickly collapsed in the economic and humanitarian crisis that followed the withdrawal. Earth broke apart and soon collapsed into war. The Third World War was long and brutal. Millions died due to combat, disease, and famine. Armies of hovertanks, genetically created super soldiers, and even strategic weapons scarred the planet and drained even more resources. The war was eventually by a nation called the New Eurasian Commonwealth (NEC) based out of New Moscow, in old Russia. Backed by an army of GREL supersoldiers, superior to all other examples of a genetically created soldier, the NEC conquered or achieved dominance over every other power on Earth, and renamed itself the New Earth Commonwealth. The NEC consolidated its power and began to plan a reconquest of the colonies. The reason was simple, Earth did need those colonies and withdrawal was a mistake. Nobody was under the illusion that Earth would be welcomed by the colonies like a mother finding a lost child. The colonies would almost certainly hold a grudge, and would need to be brought into line by force. Resource collection in the solar system was ramped up and the CEF was formed. This mammoth armada was in addition to the local forces of the NEC and its allies on Earth. The CEF contained 8 fleets on paper, although only two or three were capable of full offensive operations at any one time. The rest would be relegated to garrison or patrol duties, stripped of manpower and equipment to fuel new conquests.

The CEF's first target was Caprice, the gate world. Caprice was the center of the gate network, and control of it cut many of the other colonies off from each other. When the CEF arrived in system, the threat of bombarding Caprice's one city forced a quick capitulation. From there the fleet split up and moved outwards. Caprice has since gone on to be an industrial center and staging area for the CEF. The planet is torn between the profit of CEF contracts and invaders' cruel nature.

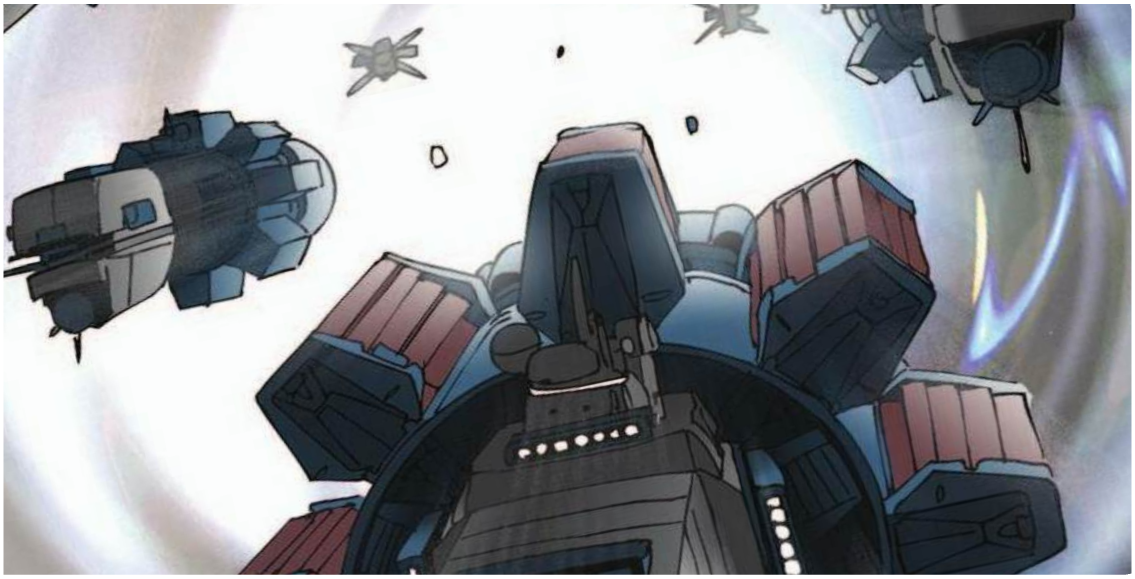
One fleet, the 8th, went to Terra Nova. Expecting the locals to fight each other and disregarding the modified construction machines they called heavy gears, the CEF struck. Resistance, however, was far higher than expected, and the warring powers joined forces against the CEF. Within a few years the 8th was forced to withdraw and lick its wounds. Intelligence and saboteur units stayed on the planet to help set up a future assault. That assault came in AD 6143 (TN 1950), and is still currently being fought on Terra Nova.

The second branch was undertaken by several CEF fleets and first hit Atlantis, an ocean world. The landmass was quickly conquered, but CEF naval forces were unable to contest the Lantean fleets underwater and at sea. Atlantis forces could not kick the CEF off planet but the CEF could not push forward, and the planetary assault ground to a stalemate. Moving on, the CEF took over Home with almost no fight at all. Home was owned by a single corporation who quickly decided to ally with the CEF instead of fighting. Home has since become a hub of military production. Eden was next, but an accident at the gate caused massive casualties amongst the invaders. The Edenites were blamed and the planet conquered after a swift and brutal assault. Many locals still continue to resist the invaders, and the planet is far from resigned to its CEF overlords. The last world in this chain was New Jerusalem, and the CEF 7th fleet was sent in to conquer it in 6136 AD (TN 1940). Reports of it as an agrarian world with little technology came back, but then all contact was lost. A later transmission was picked up by assets snuck into the system that implied the CEF forces had mutinied and the fleet was lost. The losses on TN and other fronts pushed back the relief until AD 6143 (TN 1950) when a new fleet was sent to find out what happened.

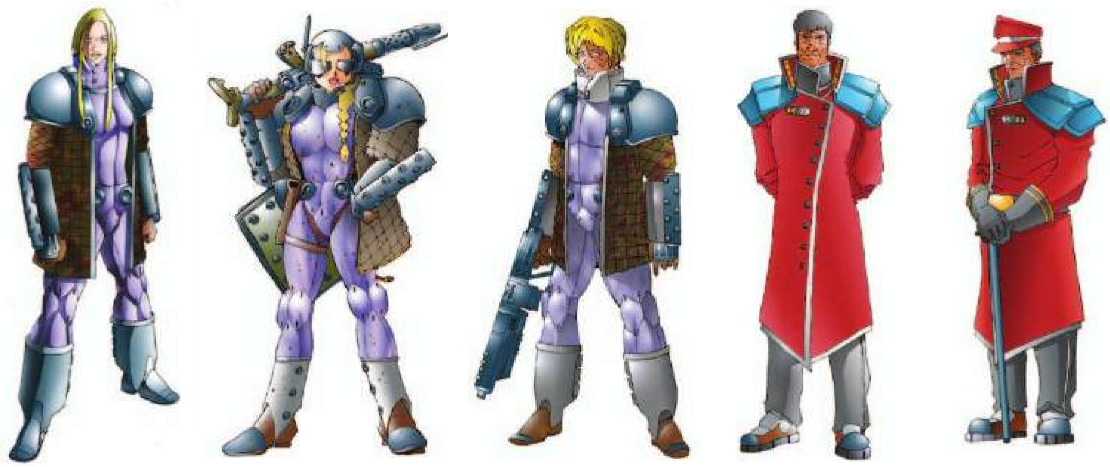
The third tendril of the reconquest hit Utopia first. The planet was contested by 3 major powers, and the CEF chose one to back. With the support of the CEF, the other powers soon fell into line. Utopia has since gone on to be arguably the most loyal of the CEF conquests along with Home. After Home the colony of Botany Bay fell quickly, though little is known about the conquest or the subsequent status of the planet. The final planet in this chain was Jotenheim. Even before the fall of the Human Concordat, Jotenheim was known to be unwelcoming and hostile to outsiders, and the CEF knew it was going to be a fight. Stripping assets from the other fleets as reinforcements, the CEF sent the 2nd fleet, its best formation to take the world. The 2nd made landfall unopposed, and moved on the few cities it could identify. Exactly what happened next is unclear. What few records can be found seem to tell of Jotenheim armies striking out of vast underground cities, as ships hidden in space struck the 2nd fleet. All contact was lost, and CEF command sent in 20 scouts to find out what happened. One returned with a message, presumably from the inhabitants of Jotenheim. It said "We will have nothing of your masters' ways." With the buildup for new assaults on Terra Nova and New Jerusalem consuming the CEF's attention, Jotenheim has been left alone for now, but the CEF will not be denied. The planet will fall.

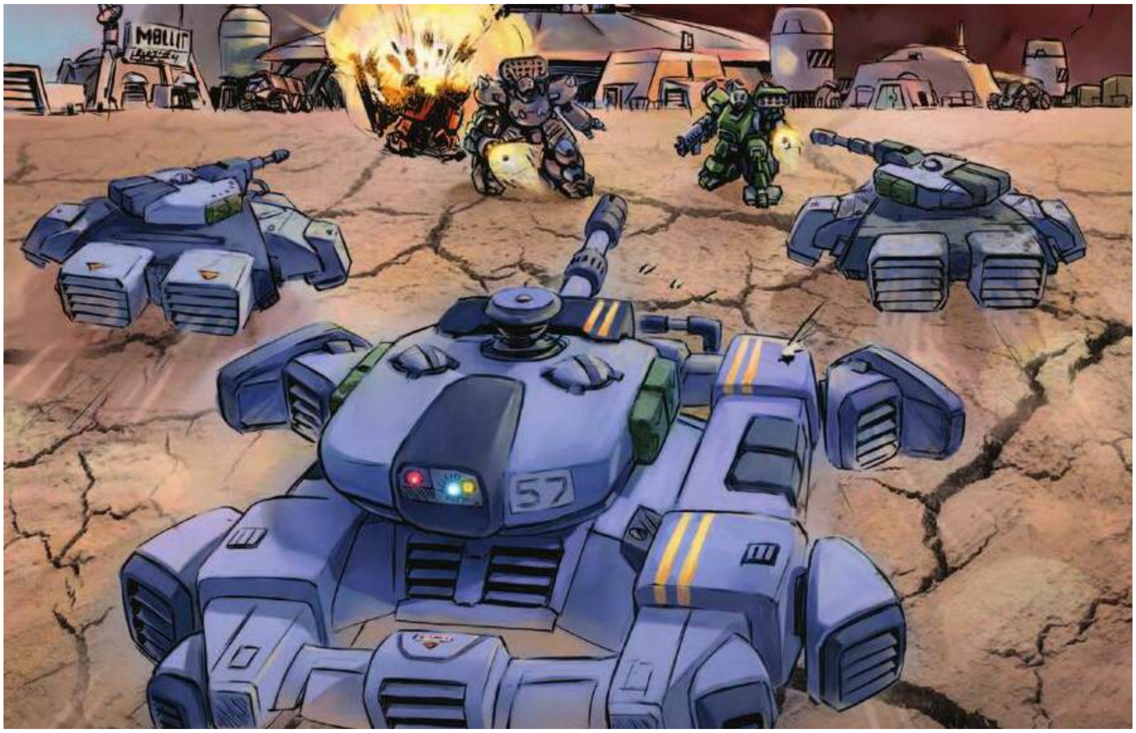


Edith Mubatu: Fleet Admiral of the CEF and commander of the 8th Fleet on Terra Nova



The CEF 8th Fleet exiting a gate





CEF hovertanks assault an AST position

THE CEF ON TERRA NOVA

CEF assets on Terra Nova belong to the 8th fleet under the command of Admiral Edith Mubatu. Mubatu's mother was the leader of the first invasion and was blamed for its failure. As such, Mubatu harbors a grudge towards the Terra Novans. Her initial assault aimed to tie down the defenders in various theaters and prevent a unified front line, a situation that had doomed the first invasion. Assaults into the North, South, and Badlands struck everywhere. In the North the assault struck deep into the UMF but failed to establish permanent beacheads elsewhere. In the Badlands, Port Arthur temporarily joined the CEF, but was retaken. The assault relied on Port Arthur units to assist, and without them there was little point. Peace River managed to grind down its attacking forces in a war of attrition. In the South, however, the assault aimed to decapitate the Southern Republic, and largely succeeded. Attention shifted south as units other theaters were redeployed there. The strangest move of the opening of the invasion was the assault on Temple Heights, a NuCoal city and a home to the Koreshi people. Exactly what the aim of the CEF was for this strategically irrelevant place is unknown, but the assault was repulsed shortly after the end of the Battle of Sorrento in the North ended that campaign.

Reinforcements arrived from the conquered colonies in the form of auxiliaries from each world. These forces were sent into the occupied area of the Southern Republic where the CEF was strongest. The new arrivals were put on garrison and patrol duties, while CEF units licked their wounds and held off any attempt to retake the occupied Southern Republic Territories. Mubatu requested increased reinforcements, but this was rejected by CEF high command and even enough reinforcements to sustain her forces were not delivered. CEF command seemed to be preparing to assign blame for yet another failed assault. The CEF's supply situation worsened over the next year, and some grumblings of being abandoned have cropped up amongst the rank and file. Mubatu is beginning to question whether she is being scapegoated like her mother.

CEF assets on Terra Nova are hostile to all local powers, although some efforts are being made to interact with them as neighbors. The occupied areas in the South are the noted exception, and they assist the CEF with garrison and patrol duties.

EARTHERS ON TERRA NOVA

Earther personnel on Terra Nova are often former soldiers of the NEC's armies, or were directly drafted into the CEF. They are well trained and conditioned and most believe in the rightness of the CEF's cause. The colonies are degenerate hellscapes that need the civilization of Earth, and Earth is right to retake her colonies. Earthers have a near universal disdain for locals and often treat them poorly. Minor infractions often result in vastly disproportionate punishments, and any who resist disappear. Peaceful protests are tolerated, but are violently broken up at the slightest hint of trouble. Most Earthers have lived a hard life of scarcity and fear. They rely on the NEC, and by extension the CEF, for support. The NEC is ruled by The Party and does not tolerate dissent. Political officers watch for unreliability and dissent amongst the ranks.

CAPRICIANS ON TERRA NOVA

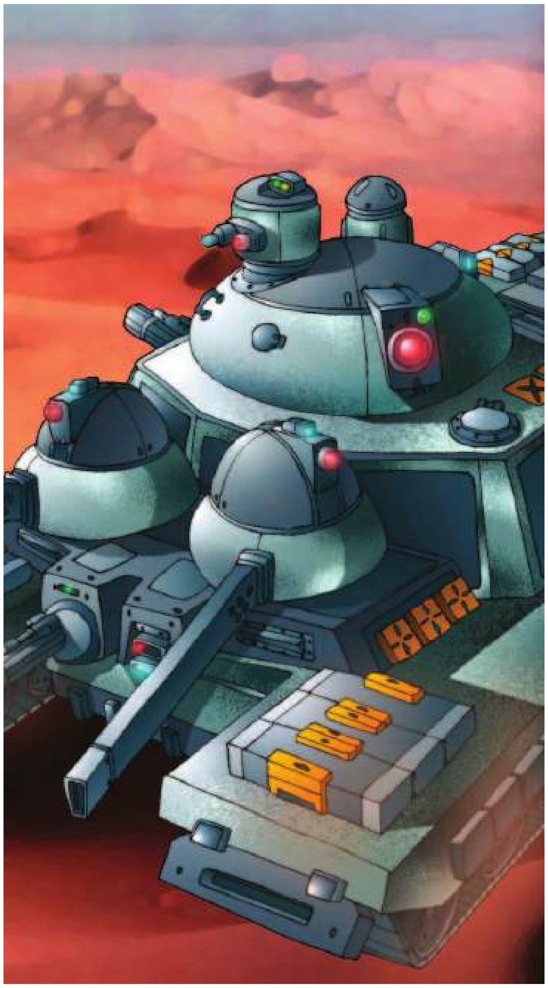
Capricians on Terra Nova mostly hail from the military arms of various Caprician companies. Unlike Earthers, Capricians do not believe or even care about the CEF's ideals, and many corporations are using the invasion as an inroad to create markets and start relations with the Terra Novans. None of that is official, however, and the CEF would respond poorly if it ever came out. Capricians often have some level of bionics provided to them by their employers. The nature of this augmentation is dependent on their usefulness and loyalty. The most loyal, special operators called the Azat, feature highly advanced cybernetics allowing them great feats of strength, the ability to hack computers, and even directly interface with their combat vehicles. Capricians are wary of Terra Novans and see them as a means to an end. Some hold grudges against the Terra Novans for actions the Black Talons have taken on Caprice, such as attacks on civilian targets and general terrorism. Some members of the invasion force, however, are actually moles for the Caprician resistance network known as the Liberati, and there have been scattered reports of units from Caprice being seen working alongside Terra Novan forces.

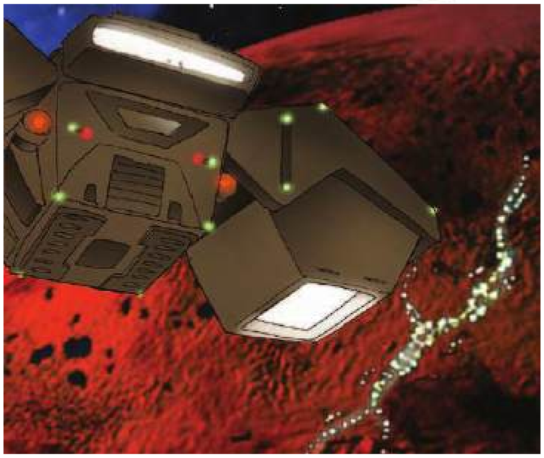
UTOPIANS ON TERRA NOVA

The three major powers of Utopia - Steelgate, Kogland, and Greenway - all contributed military units to the invasion. These units are well integrated into CEF command and they are considered far more reliable soldiers than Eden and even Caprice, though few actually enjoy fighting alongside them. Utopians are known for their downbeat and callous nature that does not value human life as much as other cultures, since they always expect to die soon anyway. Their homeworld, a nuclear wasteland, breeds hard souls who can handle many harsh situations. Utopians also make use of near-AI constructs for many tasks such as cleaning and food preparations. Because of this, Utopians look down on Terra Novans and don't view them as fully human. They will see someone sweeping a street and think of them with the same level of detached irrelevance as they would a drone on their homeworld.

EDENITES ON TERRA NOVA

The forces Eden sent to Terra Nova are far from the best. The feudal nature of the world and its constant power struggles ensured that the elite stayed behind, and many rivals and commoners were sent to die on a foreign world. Edenite society values honor, and fulfilling one's duty to the best of their ability is ingrained in their society. The stereotypical noble/commoner dynamic from Earth's medieval past appears to present, but in many cases is actually much more respectful. Nobles do not look down on commoners, while commoners see what the nobles do for them and do not resent their place. This relationship seems to not be an inherent feature of Eden's feudal politics, and is more a result of the shared burden of being shipped off to die on an unfamiliar planet. This also ensures they always act on their best behavior regardless of circumstance. Many Edenites have developed positive relations with the Terra Novans, and are welcomed in some areas despite their sometimes hard to decipher dialect. Within Edenite units an air of rivalry is common, as are political maneuvers around standing, honor, and prestige.





HAIL TO THEE MY COUNTRY

Port Oasis was in ruins. The once proud city was falling apart around Farrah Marques. Her heavy Turtleshell armor protected her from the worst of the falling masonry above as the top of the building exploded into green lightning and fragments. A CEF particle accelerator had missed her escouade's position and struck their cover instead. The Earthers were massing for another attack across the cratered causeway. The sound of dozens of baritone GREL voices speaking their bizarre Siberian language through the smoke was chilling.

"Firing positions!" Farrah called out, the environmental mask of her armor distorting her voice into a dark machine-like rasp. Dozens of her own troopers could be heard changing magazines, their heavy 9mm infantry MGs trained on the smoke not fifty meters ahead, and she could hear the ragged breathing through their personal comms. Fully suited in green and gray armor, the best the SRA had to offer lined the bottom floor of the parking garage that kept them concealed.

Strobes of green tracer fire wpierced the smoke ahead in swirling contrails. Heavy rounds impacted against the rubble scree to her front, with one shell barely deflecting off her heavy infantry armor. She heard a deep scream to her right, and looked to see one of her soldiers falling backwards as a round replaced his brimmed helmet with shards of steel and blood. Following the streams of tracer fire, she saw them. Clear as the sun, purple bodies, massive and armored with off-color skin, charged through the smoke. Her escouade had been fighting for weeks now over their home city, and the infantry of the 45th SRA regiment no longer needed the order to fire.

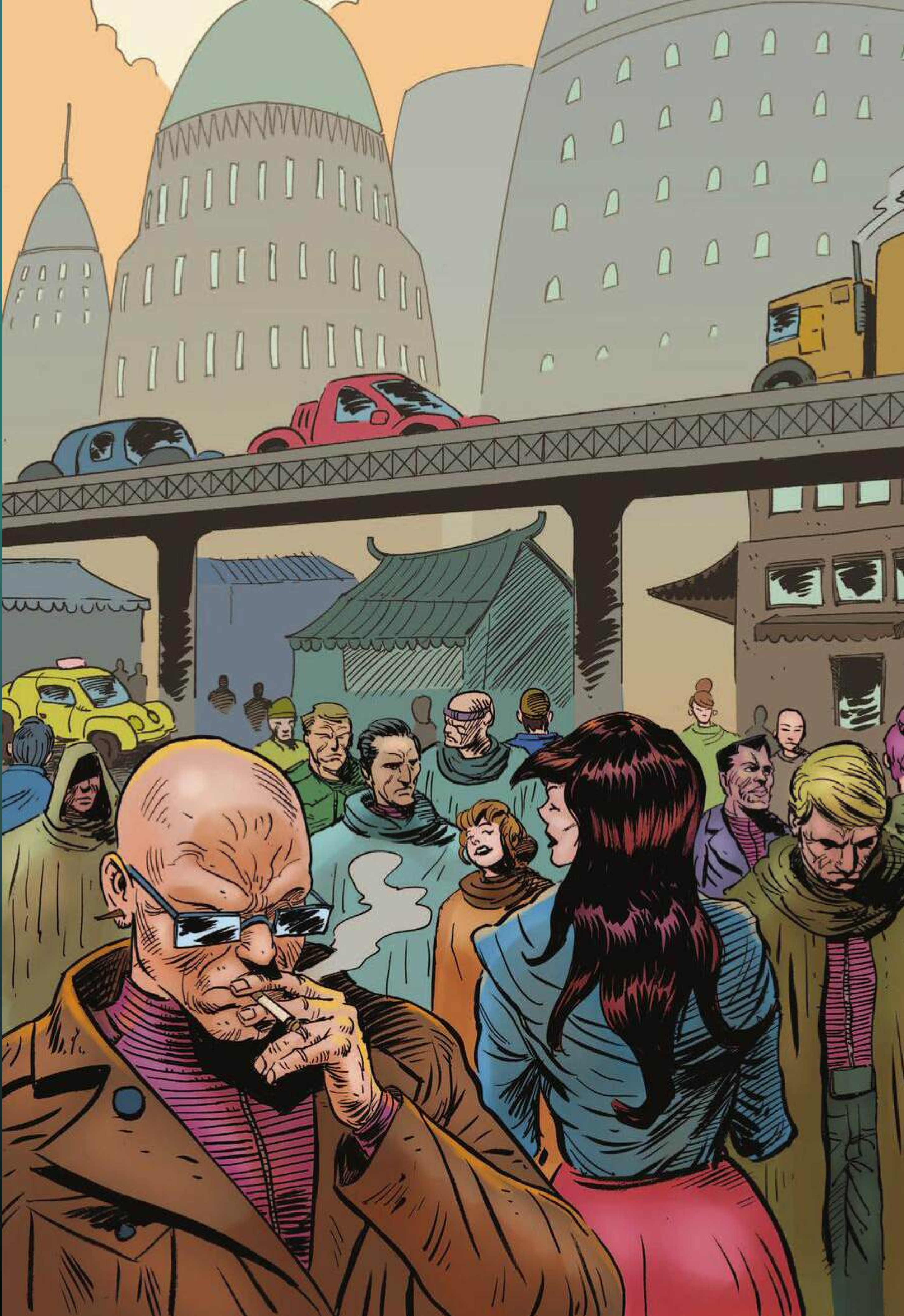
Their rifle and MG fire ripped into the Mordred GRELs, the first three staggering as repeated rounds struck them before they fell. Her front sight fell on another, smaller silhouette just emerging from the smoke, and she squeezed her trigger. The burst caught her target center mass, but to her horrowr, he didn't drop. She fired again, then again. When her target was writhing on the ground after half a magazine, she transitioned to another. The GRELs were closing now, and she saw that many of them had already been hit.

"They aren't stopping!" the distorted voice of her Sous-Caporal shouted. The GRELs were almost on them. The ground was shaking. Through the smoke the hunched figures of CEF battle frames followed, streams of light dancing from their weapons and into their position. She heard more screams. She had just enough time to draw her NCO saber, a prideful reminder of her duty to the republic, as the first GREL bounded up the rubble and loomed over her. He didn't see her right away and was shooting blindly as she struck upwards, plunging the vibro-saber into the GREL's chest. The Mordred batted her away and fired his oversized rifle into the soldier on her left. Francis barely had time to react as the heavy slugs punched deep into his armor. Farrah's back hit a concrete support pillar. She shook her head, drew the Khanjar dagger at her belt, and charged the Mordred.

The retreat was long across the banks of Lake Esperance. Vehicles, gears, and infantry streamed out alongside the refugees from Port Oasis. The city burned in the moonlight behind them, casting the thousands in a hellish red glow. Even with her personal armor's support systems, Farrah struggled to keep Sous-Caporal Francis Marques up and walking. Her attention was diverted as he fell, unable to continue. She pulled him to the side of the road and took off the heavy helmet and mask. She knew from the blood that her husband wouldn't survive. He was whispering to her, but she couldn't make it out until she leaned close.

"Hail to thee, my country..." Farrah felt tears welling in her eyes at the words of the ancient song, and she also began to sing. It was the last she could do for him, her voice lending to his. He didn't complete the chorus. She looked up, and saw the three survivors of her squad, who all continued singing with her. Soon, hundreds of voices joined, some from the external speakers of passing gears, as the refugees, military and civilian alike, all began to sing. From somewhere in the column, Joppa pipes were added to the song, and Farrah could no longer hear her husband's voice. When she looked down, his eyes were vacant and dead.

CHARACTER CREATION 02



CHARACTER CREATION

This chapter details the process of creating characters, as well as advancing a character's abilities as the adventure progresses.

Players will use the process here to create one or more characters during the course of a campaign, referred to as a player character. The Director will use a variation on this process to create the allies, antagonists, and bystanders who feature in your campaign. By popular convention, these "extras" are called "Non-player" characters (NPCs).

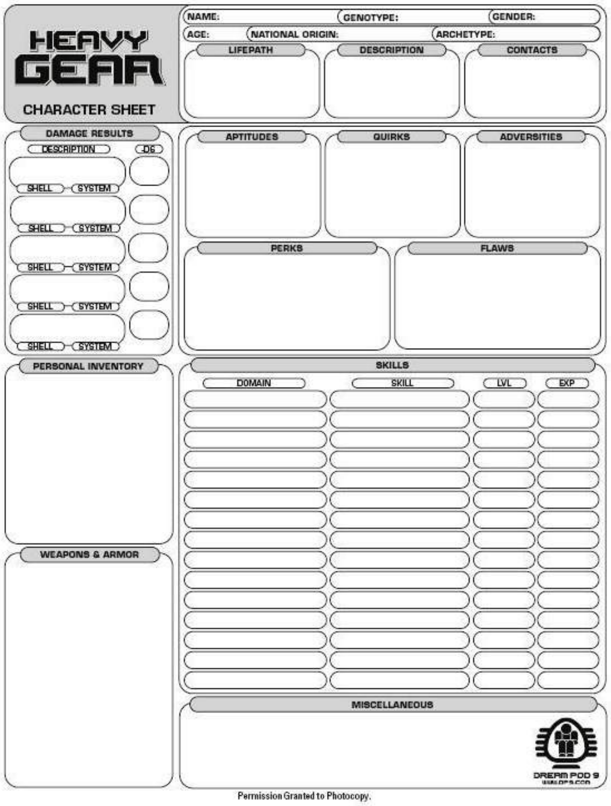
PEOPLE NOT NUMBERS

Nobody is born in a vacuum. Characters in **Heavy Gear** are a product of the world in which they developed as human beings. Instead of assigning characters numerical values to represent this, a system of traits, perks, flaws, and characteristics are used to represent their strengths and weaknesses within the story.

Life is not always fair. Some people are simply born to better circumstances, winning the financial, social, or genetic lottery, whereas others are bound to face greater challenges. Having great aptitude with certain skills does not make you somehow worse in unrelated fields. However, for the purposes of a roleplaying game and a good story, a mix of aptitudes and challenges is best!

skills are vast, overlapping descriptions of thing characters can do. We present a list of example skills in the character creation process, but many more skills can exist. You will even find skills in future **Heavy Gear** books that are not presented here.

Do you mind?



HEAVY GEAR

CHARACTER SHEET

NAME:

GENOTYPE:

GENDER:

AGE:

NATIONAL ORIGIN:

ARCHETYPE:

LIFEPATH	DESCRIPTION	CONTACTS

DAMAGE RESULTS

DESCRIPTION	D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES	QUIRKS	ADVERSITIES

PERKS	FLAWS

PERSONAL INVENTORY

WEAPONS & ARMOR

SKILLS

DOMAIN	SKILL	LVL	EXP

MISCELLANEOUS

DREAM POD 9

Permission Granted to Photocopy.

CHARACTER SHEET

All characters in Heavy Gear should have their stats and abilites recorded on a character sheet for easy reference. At the top of the character sheet is places or your character's name, age, genotype, archetype and national origin.

The boxes below this allow you to specify your character's life path, physical description and any contacts they may have.

Below that are boxes to put in your character's traits and attributes. Be sure to include a brief summary if you can, that will help the Director later on. Perks and flaws are your character's attributes and are recorded here as well.

The section labeled Skills is where you will put in your skills, their domain, level and experience points gained for that skill. Be sure to mark which skills your character is familiar with.

On the left is a place for damage results, inventory and personal weapons and armor. Finally a miscellaneous box at the end is useful for putting information that does not fall into the previous categories. This may include major events, relationships as well as available currency.

Be sure to keep your character sheet up to date to help the Director and you play the game.

Blank Character Sheet is located in the Appendix.

BUILDING YOUR CHARACTER

SELECT LIFE PATH:

Write a one sentence summary of how the character grew up. This might be as simple as "rich kid" or as complex as "pushed from family to family by the tides of war." Keep it short and to the point. Later, you will get to pick a trait based on this concept.

CHOOSE NATIONAL ORIGIN:

NORTHERN

- Northern Lights Confederacy - Proud traditionalists motivated by the Revisionist faith. Norlight characters are familiar with **Melee, Institutions, or Social Science.**
- United Mercantile Federation - Citizens of a high-tech corporate dominated state. Federation characters are familiar with **Business, Showmanship, or Tactics.**
- Western Frontier Protectorate - Militarized family clans from a rugged countryside. Protectorate characters are familiar with **Gunnery, Survival, or Mechanics.**

SOUTHERN

- Southern Republic - Honor focused and socially liberal denizens of a imperialist state. Southern Republic characters are familiar with **Culture, Investigation, or Institutions.**
- Mekong Dominion - Inwardly focused citizens of a nation run by corporations. Mekong characters are familiar with **Business, Awareness, or Influence.**
- Humanist Alliance - A shattered nation still trying to maintain a science-based realization of a society built on Plato's republic. Humanist Alliance characters are familiar with **Social Science, Medicine, or Hard Science.**
- Eastern Sun Emirates - Feudal society of Emirs resting atop a subjugated population in a constant state of social unrest. Emierate characters are familiar with **Showmanship, Athletics, or Institutions.**

PEACE RIVER

- Peace River - A militarized megacity built around a massive corporate arms company. Peace River characters are familiar with **Institutions, Business, or Influence.**

NUCOAL

- Port Arthur - Abandoned human and GREL soldiers from Earth's first invasion that have made a home of Terra Nova. Port Arthur characters are familiar with **Mechanics, Tactics, or Electronics.**

UNAFFILIATED

- Badlanders - Hardscrabble farmers, rough caravaners, or shifty tribes folks who make the inhospitable deserts of the equator their home. Badlander characters are familiar with **Survival, Craft ,or Awareness.**

INVADERS

- Earth - Military force seeking to reclaim habitable territory for the population of their doomed homeworld. Earth characters are familiar with **Influence, Electronics, or Tactics.**
- Caprice - Capitalist, libertarian citizens of a gritty kilometer high megacity of millions. Caprice characters are familiar with **Business, Electronics, or Electronic Warfare.**
- Utopia - Underground dwellers of an irradiated wasteland built on high-tech drones. Utopia characters are familiar with **Electronics, Mechanics, or Survival.**
- Eden - Semi-feudal society with two distinct social groups that must rely on each other. Eden characters are familiar with **Pilot, Institutions, or Melee.**

CHOOSE TRAITS (SEE APPENDIX PAGE 466):

CREATE ONE EACH OF:

- Aptitude (almost always an advantage)
- Quirk (sometimes a help, sometimes a hindrance)
- Adversity (almost always a disadvantage)
- Then choose a 4th trait based on your lifepath. This last one can be your choice of an aptitude, quirk, or adversity (remember, challenges from quirks and adversities help you gain XP).

RANK AND ARCHETYPE:

Select an archetype and get your Rank. This system is optional and the party as a whole must agree to use it. See **Chapter 6** for more information.

SPEND POINTS ON SKILLS:

The Director will determine what level characters start at. The levels are:

- Rookie: 11 points
- Qualified: 17 points (This is the default)
- Veteran: 23 points
- Elite: 29 points
- Legendary: 35 points

Skills cost 1 point per level. You cannot have more higher level skills than lower level. So in order to have 2 level 3 skills, a character must have 3 level 2 skills.

SKILL DOMAIN LIST:

Athletics, Awareness, Business, Craft, Culture, Electronic Warfare, Electronics, Gunnery, Hard Science, Institutions, Investigation, Mechanics, Medicine, Melee, Persuasion, Pilot, Showmanship, Social Science, Survival, Tactics

See **Chapter 7** for more information.

SKILL CREATION PROCESS:

- ▷ Select a domain.
- ▷ Name the skill.
- ▷ If necessary, discuss with the Director when the skill can and can not be used.

Examples - Athletics: Brawling, Mechanics: Battlefield Repair, Influence: Fast-Talk

Remember that taking multiple different skills in the same domain will grant a domain expertise bonus (see **Chapter 8** for more details).

SELECT ATTRIBUTES:

- ▷ Each Perk costs 1 Point, and each Flaw costs 1 Point; unless otherwise noted you may not have more than 3 Points worth of Perks

These are optional for all characters, and you are not required to pick any.

See **Chapter 8** for more information.

CREATE CONTACTS:

- ▷ Create one contact based on your life path and one based on your national origin.

CREATE A ONE SENTENCE MOTIVATION FOR YOUR CHARACTER:

- ▷ Describe your character's motivation or the goal of their travels.

SELECT EQUIPMENT:

- ▷ Use your archetype's' starting equipment.
- ▷ Choose starting equipment that matches your Priority Level.
- ▷ Use modifications to increase the effectiveness in return for flaws in the equipment and weapons.
- ▷ Choose a starting vehicle, or use one suggested by the Director.

See **Chapter 9 and 10** for more information.

BUILDING A CHARACTER SUMMARY

- ▷ Select a lifepath
- ▷ Choose your national origin
- ▷ Create character traits
  - ▶ Choose one each aptitude, quirk and adversity
  - ▶ Chose a trait based on your national origin
- ▷ Choose your archetype
- ▷ Spend points on skills.
- ▷ Select perks and flaws
- ▷ Create Contacts
- ▷ Create a Motivation
- ▷ Select Equipment

THE TEAM

Characters can be drawn together for various reasons but often there is a unifying purpose or goal they all share. To reflect this, player characters belong to a team, which not only provides guidance on character and story decisions but also equipment, logistics, rank, and other functions. Team selection is done at the start of a campaign before character construction. See **Chapter 5** for more about teams and selecting teams.

GREL CHARACTERS

Heavy Gear is a world of humans and their struggles but within that human world there exist people who are the result of genetic modification or are even vat grown. The most prevalent is the Genetically Recombined Expeditionary Legionnaire (GREL) created by the CEF. GRELs are playable characters. Special rules for constructing GREL characters can be found on page 64.

SELECT A LIFEPATH

People are a product of their circumstances and how their life has gone. Each character selects a lifepath (some examples are provided below) and one aptitude, quirk, or adversity that is a consequence of that life path.

Lifepaths can be as specific and detailed as the player wants, and generally represent the major formative element of their life prior to the adventure. This can include what careers the character has had as well as how they got to where they are.

When you pick traits later, you will get one based on this life path.

LIFE PATH EXAMPLES

Arctic Dweller (NLC)

Badland Homesteader

Caravan Brat

Cartel Family

Celebrity Child

Child Soldier / Homestead Militia Member

Child Prodigy

College Athlete

Companion to a GREL (or Human for GREL characters)

Computer Obsessed

Desert Tribal

Diplomat's Attache

Drafted Young

Farm Kid

Field Scientist Tagalong

Former Gang Member

Fugitive/Refugee Upbringing

Gear Head/Arena Fanatic

Grew up in the Garage

Groomed for (education, politics, the military, etc)

Hustler/Con artist

Immigrant

Jungle Dweller (Mekong)

Long Term Hostage

Mining Town

Musician/Artist

Nomad

Police Family

Private Schooled

Revolutionary

Savanna Dweller (AST/UMF)

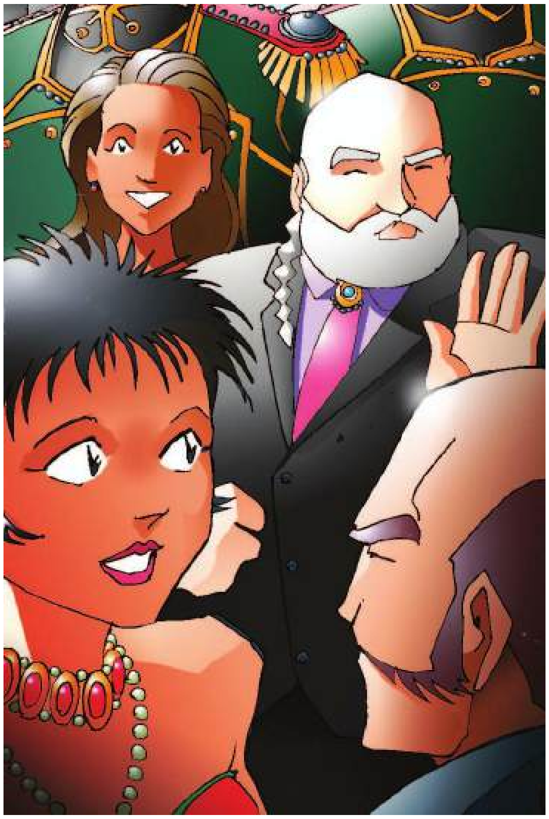
Street Rat

Survivor of (pick tragedy e.g, the Shelling of Aquitaine, Peace River Bombing)

Troublemaker

University Family

Young Inventor



SELECT NATIONAL ORIGIN

Any character that is not a GREL can select a national origin which indicates which nation or planet they are from.

Appropriate national origins for characters are based on sponsors, which are described in **Chapter 5.** Below are the available national origins with a brief description of the typical character of people from that nation. More so than any other rule presented in this chapter, the descriptions here are simply typical summaries. The various nations all create people with vast and varied outlooks, temperaments, and abilities. What is presented here are broad summaries, and stereotypes of how outsiders see the people of that nation.

Your national origin will grant familiarity with 1 skill from the listed skills in each origin.

NORTHERN LIGHTS CONFEDERACY

Citizens of the NLC tend towards a more insular and family focused view of the world, strongly informed by the Sorrento Revisionist faith. Norlighters often have a socially conservative view of the world which stresses personal responsibility, loyalty, and discipline while punishing difference or “perversion”. Local obscenity laws and a top-down information culture can cause NLC citizens to be surprised by – or naive about – the larger world. The militant and xenophobic wings of the church have also been growing in influence throughout the TN 1930s and TN 1940s. If convinced they are right, a Norligher will rarely back down.

Norlight characters are familiar with Melee, Institutions or Social Science and may select and are certified on vehicles from the North, Civilian, and Universal vehicle lists.

UNITED MERCANTILE FEDERATION

The UMF is the most secular of the CNCS nations, and the most industrialized nation on Terra Nova. Having the largest economy means that Federation citizens see the world through a economics lens. A person’s corporation is often as important as their family. UMF citizens are one of the most technically adept peoples on the planet and often up to date on the latest trends in fashion, science, and technology. Corporate schools for the rich produce highly educated citizens, while lower classes might have expert blue collar skills. UMF citizens might tend towards cynicism but see themselves as realists.

Federation characters are familiar with Business, Showmanship or Tactics and may select and are certified on vehicles from the North, Civilian, and Universal vehicle lists.

WESTERN FRONTIER PROTECTORATE

Clan is everything in the WFP. A person’s extended and allied family defines much of their character, skills, and potential. Old feuds and alliances form a complex web of culture often indecipherable to outsiders. Children grow up fast, often helping with clan businesses from an early age. Living in the most rural and dangerous part of the North and frequently under threat of invasion, people of the WFP have a reputation for being more rugged and rough around the edges than the rest of the CNCS. Full citizenship is only granted through military service, and a large percentage of people from the WFP have at least some military training. They also have a reputation for hotheadedness and country ignorance that can be hard to shake.

Protectorate characters are familiar with Gunnery, Survival, or Mechanics and may select and are certified on vehicles from the North, Civilian, and Universal vehicle lists.

SOUTHERN REPUBLIC

SR citizens grow up with wide social freedoms in the arts, personal life, and philosophy. They also live under the veil of constant and subtle propaganda and brutal displays of state power. With strict State control, Republicans often believe their form of rule really is the best. Blood bonds are less strong for them, with a “circle” of chosen group of family and friends taking precedence. Defense of honor ,be it personal, a unit is, or of the State, is a proud tradition. Republicans can be known for arrogance or selfishness, and fear being seen as critical of their state. With the damage to the AST, this sense of righteous anger has been stoked in some, while others have had their pride shattered like the halls of the capital.

Southern Republic characters are familiar with Culture, Investigation or Institutions and may select and are certified on vehicles from the South, Civilian, and Universal vehicle lists.

MEKONG DOMINION

Home to the oldest settlements on Terra Nova, Dominion residents (Mekongese) are deeply proud of their long history and cultural traditions. A heavy industrial center of the south, Mekong corporations control much of people’s lives. This is taken to the extreme with the definition of citizenship, which requires ownership of at least 10 shares of Dominion stock. Taipans (a type of corporate leader) act much like nobles of old, and loyalty to them and their leadership style defines much about a person. Difficult and mandatory schooling means that people from this region are highly educated, skilled in foreign languages, and taught to strive to be the best in their fields. Proud traditions and fierce internal loyalties mean Dominion citizens can be insular, workaholics, or have a hard time trusting those outside of their groups.

Mekong characters are familiar with Business, Awareness or Influence and may select and are certified on vehicles from the South, Civilian, and Universal vehicle lists.

HUMANIST ALLIANCE

The Humanist Alliance is a torn and devastated nation that attempts to replicate Plato's Republic. Much of it is occupied by the invaders, a puppet of the AST, or even exiled to NuCoal. Caste, determined at 16 cycles, defines much of how HA citizen sees the world. Preceptors (of which a small minority remain) are among the best scientists and engineers, but also naive of the common world and distracted by esoteric things. Protector caste military training is highly efficient but guides them towards paternal thinking. They are highly practical and pragmatic. Commoners are often denied higher education and are adept at their professions, but have difficulty thinking for themselves. They are sticklers for the rules, and easily manipulated by those they see as leaders

Humanist Alliance characters are familiar with Social Science, Medicine or Hard Science and may select and are certified on vehicles from the South, Civilian, and Universal vehicle lists.

EASTERN SUN EMIRATES

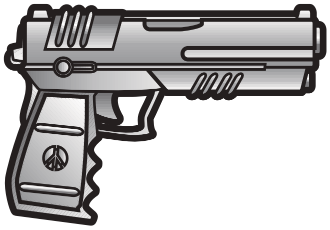
Life in the ESE is divided between those directly related to the Emirs, and everyone else. The masses live under some of the most brutal and impoverished conditions on Terra Nova, with mystic practices, feudal loyalty, and royal distractions being the only escape. The harsh realities of life tend to make them harder edged than most in the AST. Meanwhile, the tiny minority of nobles and their families have the best in education and lifestyle. They are often good at what they do, but can tend towards haughtiness, or callous disregard for the human rights of lower classes. Decades of rebellions, internal blood feuds, and external threats have made many Emirate residents jaded or cynical.

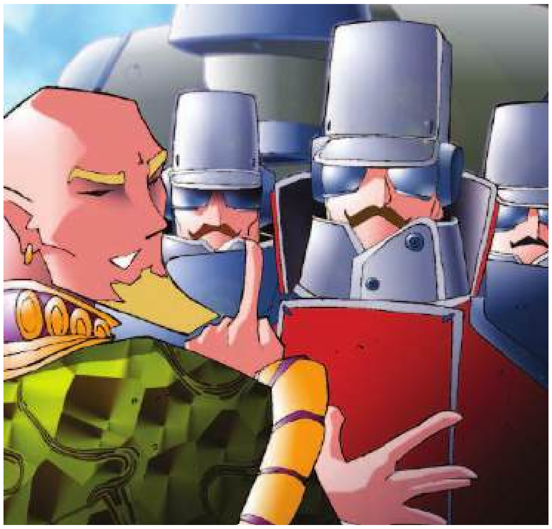
Emirates characters are familiar with Showmanship, Athletics or Institutions and may select and are certified on vehicles from the South, Civilian, and Universal vehicle lists.

PEACE RIVER

Citizens of Peace River tend towards a strange mix of independence and individualism, but also isolationism and internal focus. The largest cultural divide, between those of the upper city and the under city, has survived the tragic bombing of the capital. Feelings that the threat still lingers tend to cover up this divide.Those that have wealth look down on those that do not, and collectivist sentiments are still strong in the lower classes. The bombing of their city in 1939 has also created a permanent militarization of the city and many of its people. All Peace Riverians are hard workers, keen to value opportunity, profit, or results above most things. They also can be workaholics, and get themselves into trouble trying to stay a step ahead.

Peace River characters are familiar with Institutions, Business or Influence and may select and are certified on vehicles from the Peace River, Civilian and Universal vehicle lists in addition to Export North and South vehicles up to PL 4.





PORT ARTHUR

While not all Arthurians are Earthers or GRELs, they still define most of the culture. The Badlands are a harsh place, but for former CEF personnel used to tyrannical conditions and a dying planet, it is something of a relief. Many are on a lifelong journey of unlearning the fascist propaganda of Earth, and find solace in the rigor needed to survive in their new home. Military ideals of discipline and professionalism define the culture of Aurthurians. However, they are still new to Terra Nova. In addition to being seen as foreigners everywhere they go, they can have vast blind spots in the local language and culture.

Port Arthur characters are familiar with Mechanics, Tactics or Electronics and may select and are certified on vehicles from the NuCoal, CEF, Civilian, and Universal vehicle lists.

BADLANDERS

Badlanders are hard to categorize. They might be from wandering desert tribes ever on the move, or be oasis tower dwellers who never pass more than a day's lizard ride from home. Any number of corporate mining towns, part time rovers, or caravan rest-stop communities call this harsh land home as well. Badlanders have a reputation for rugged individualism, poor education, and a tough but fair sense of morals. Hard drinkers, hard fighters, quick to anger, and quick to love, they never take the easy road. Badlanders are representatives of Terra Nova's pioneer spirit. Badlander characters are familiar with Survival, Craft or Awareness.

Badlanders may select vehicles from their sponsor's vehicle list as well as the Civilian and Universal vehicle lists. In addition Badlander characters may select vehicles and are certified on Universal and Civilian vehicles. They may also select one of the following to be certified on; North, South, Peace River, and NuCoal.

EARTH

Raised under a totalitarian government, citizens of Earth are seen by Terra Novans as monsterous, cold, calculating, and bereft of empathy. The reality is more complex: Earth is dominated by the New Eurasian Commonwealth and ruled over by its ruling party. Most Earthlings have grown up on a planet wracked by overpopulation, radiation, and pollution. Food and medicine are scarce, and hope offered only by the government. Humankind's first home is dying, combined with pressure deliberately put on Earth soldiers to serve Party goals this instills in them an "ends justifies the means" thinking. As such, they see Terra Nova's resources as the best solution. One they will do anything to secure, no matter how many "backwards colonists" stand in their way. Notably: the CEF is careful to make sure its soldiers see GRELs as equipment, not people.

Earth characters are familiar with Influence, Electronics or Tactics and may select and are certified on vehicles from the CEF vehicle list.

CAPRICE

Many Capricans hail from the mega city of Gomorrah, and its fast paced, big city life influences them. On top of that, each one is an employee of a corporation that serves as a government in microcosm. That corporation provides all their basic needs, education, and even advanced services like artificial limbs. Capricians are said to be quick to gamble, and keen to stick up for what is theirs. Most Capricians on Terra Nova come representing corporate interests and bring a company culture with them, often being both professional and quick to sense weakness. A smaller number of Liberati have infiltrated their number. Anti-Earth, almost fanatically so, they are driven by whatever mission they have been assigned, for good and bad. Capricans had no preconceived notion of GRELs and tend to assign them more humanity than the CEF, particularly the Liberati who know about the atrocities committed upon GRELs in secret.

Caprice characters are familiar with Business, Electronics or Electronic Warfare and may select and are certified on vehicles from the Caprice vehicle list.

UTOPIA

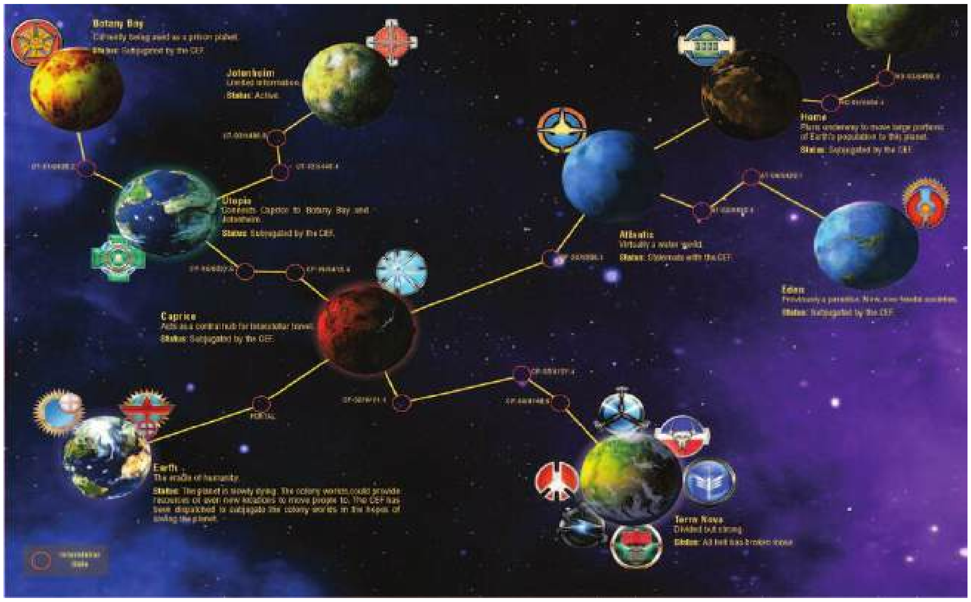
Much of the Utopian forces are from the Industiral States of Kogland and Unified Republic of Steelgate. These areas were quick to ally with the CEF and gained much of the benefit. Utopians are digital natives in a way that no other humans can be, growing up with near human level AI in many aspects of life. The way they might treat an AI like a pet, but still send it to it is doom without a second thought can chill the blood of Terra Novan gear pilots. Utopians come from a world devastated by war and as such are often viewed as having a fatalistic, cold and merciless attitude; weakness should be excised and violence is not off limits. This sharpness comes from a culture that demands performance to the Nth degree and seeks constant innovation. Utopians also have a reputation for trying to solve things with tech even when a simpler solution presents itself.

Utopia characters are familiar with Electronics, Mechanics or Survival and may select and are certified on vehicles from the Utopia vehicle list.

EDEN

The people from Eden (simply called Edenites) present on Terra Nova are all members of the combined expeditionary force sent on behalf of the CEF. Unlike Caprice or Utopia, the Edenites sent vary quite a bit in quality. Troops from Seiath, the main power that rules Eden for the CEF, generally tend to be professional military. Seiath's rivals however varied between sending real military units, unreliable levy formations or even dissident elements. Nobles and noble houses sometimes sent aspiring future generations and sometimes sent undesirable minor nobles or troublemakers. Regardless of national origin, Edenites on Terra Nova have a somewhat larger portion of civilians than their allied colonies. Edenite nobles brought along full households of servants and even their families, while the governments sent engineers and scientists to ensure Eden benefited from any new technology or developments they encounter offworld.

Eden characters are familiar with Pilot, Institutions or Melee and may select and are certified on vehicles from the Eden vehicle list. Edenite characters may also take the Edenite Lance special melee weapon if their team PL is high enough. This weapon has the same stats as a regular Lance but also has Brawler:2.


Botany Bay
Currently being used as a prison planet.
Status: Subjugated by the CEF.
Jotenheim
Limited information.
Status: Active.
Utopia
Connects Caprice to Botany Bay and Jotenheim.
Status: Subjugated by the CEF.
Caprice
Acts as a central hub for interstellar travel.
Status: Subjugated by the CEF.
Home
Plans underway to move large portions of Earth's population to this planet.
Status: Subjugated by the CEF.
Atlantis
Virtually a water world.
Status: Stalemate with the CEF.
Eden
Previously a paradise. Now, neo-feudal societies.
Status: Subjugated by the CEF.
PORTAL
Earth
The cradle of humanity.
Status: The planet is slowly dying. The colony worlds could provide resources or even new locations to move people to. The CEF has been dispatched to subjugate the colony worlds in the hopes of saving the planet.
Terra Nova
Divided but strong.
Status: All hell has broken loose.
Interstellar Gate

CREATE CHARACTER TRAITS

During creation, you create three pick traits for your character.

Traits are like a personal special rule that can effect your character in many different situations. You will create one aptitude (generally positive), one quirk (sometimes positive, sometimes a detriment), and one adversity (almost always a detriment). Then you pick a fourth trait based on your Life Path that can be any one of the three.

Character traits should be key parts of your character's personality and background. For example, is your character Brave? Compassionate? Hot Headed? Competitive? Did they have a unique childhood, important losses, or face physical or mental health challenges? Any of these can be a trait. During play, aptitudes and quirks can be activated for a bonus +1d6 by exhausting them. Adversities and quirks can be used as challenges. Whenever you suffer a challenge from one of your traits, it lets you refresh one exhausted trait so it can provide a bonus or penalty again. Traits all refresh at the start of each session.

Traits should be given a name ranging from one word to one sentence. It helps to be broad when making traits, to make sure that you can find more uses for them. Here are two example traits; one is very narrow while the other is more broadly useful: One is an aptitude called Autocannon Expert, and the other is Killer Instinct. The first example would be certainly help you when firing a weapon, and maybe repairing one. But it wouldn't provide a bonus when trying to get information from an enemy informant, make a strategic decision on the battlefield, or win a card game. The second example, Killer Instinct, could be used in any of these examples and plenty more. For quirks and adversities, it is also helpful to go broad. Why? Because adding a challenge to a skill roll allows you to gain experience points with it, and also refreshes another trait allowing you to use it for a bonus again. Picking a very specific adversity might assure it won't be used against you, but also assures you get less bang for your buck. Finally, a trait may allow your character to ignore certain penalties. For example, at Director discretion, traits representing physical strength may reduce penalties for heavy weapon use without even having to be activated.

RANK AND ARCHETYPE

Archetypes are a way to specialize characters to do particular jobs. characters start at the lowest Rank available to the archetype. Each also includes equipment to start with. There are eight available archetypes:

Caretaker: Caretakers see to the physical or mental health of their teammates, or take care of the Team's equipment.

Commander: Commanders focus on supporting and enhancing the people around them. Commanders generate a resource called Command Points which they can use to issue Orders to other characters around them. This archetype is only available to the Team Leader.

Duelist: Duelists are characters focused on melee combat and performing Special Moves. Duelists generate Momentum by making melee attacks, which they can spend to perform Special Moves in melee.

Fixer: Fixers excel at social encounters and acquiring special equipment. While less focused on combat, Fixers have several roleplaying benefits.

Grunt: The Grunt is a flexible combatant. Each time the Grunt gets promoted, they can choose different combat specializations, in areas such as ranged or melee warfare, endurance or as a brute.

Pilot: The Pilot is primarily focused on operating and working in vehicles. Pilots can select to specialize in gears, striders, traditional ground vehicles, or even aircraft.

Scout: The Scout's job is as a ranged support role with a specialization in tracking/spotting, asymmetric warfare, or sniping. Pathfinders can readily move over terrain to identify key targets for the Team, Guerrillas specialize in stealth and infiltration, while the Sniper is an angel of death with their rifle.

Techie: Techie characters provide benefits to equipment around them. Techies can increase the effectiveness of a device using Enhancment Dice. These dice add to the roll, but are finite and can even lead to damage if the equipment is pushed too far.

See **Chapter 6** for more details.

SPEND POINTS ON SKILLS

The player may now spend skill points to develop their characters skills.

The character may spend points on skills. Each level of a skill is 1 point, and they must purchase all previous levels. A character may also not have equal or more skills at a given level than the level below it. For example, a character cannot have 3 level 3 skills and 3 level 2 skills. However, 3 level 3 skills and 4 level 2 skills is legal. This restriction only applies during character creation.

Heavy Gear does not have a pre-defined list of skills. Skills are built using a list of Domains, and players present a skill name to go with them. This allows for less bookkeeping, and the ability to define an ability more accurately. All skills have a domain and skill name. Additionally, taking several skills within the same domain may grant a domain expertise bonus. See **Chapter 6** for more information on skills.

When building a character's skills, there are several different "levels" to start from. Each level has different amounts of points to distribute to skills. These are Rookie/Qualified/Veteran/Elite/Legendary.

The default character level is Qualified. The Director may allow characters to start at other levels, but be advised this may lead to overpowered or underpowered characters.

SKILL FAMILIARITY

Characters can have skills that they are familiar with. Each Familiar skill gains 1 reliable dice when used. If a character gains familiarity with a skill multiple times it does not stack.

Characters get 1 familiar skill from one of the three domains listed in the national origin.

Characters get 1 familiar skill based on their life path. This can be from any domain at character creation.

Characters get 1 familiar skill based on their archetype.

ROOKIE CHARACTER

A Rookie character is someone with relatively limited life experience or ability. Typically, they are very young, but an array of life circumstances can explain such a status and need not be limited to youths. Rookie characters have 11 points to spend on skills.

QUALIFIED CHARACTER

Qualified characters are typically professional adults, people with a few knocks, some life experience, and a variety of skills able to earn them a living or subsistence. Most players will start their journey here and is reflective of most people inhabiting the **Heavy Gear** universe. Qualified characters have 17 points to spend on skills.

VETERAN CHARACTER

A Veteran character has a breadth of life experience and skills to bring to bear or is someone with enormous natural talent, representing those who have made serious careers of professions or who have actively pursued a wide array of diverse activities in some depth and who have achieved some level of recognition. Veteran characters have 23 points to spend on skills and may select 1 additional vehicle list certification.

ELITE CHARACTER

Elite characters are a rare few, those either at the top of their fields beyond what most can hope to achieve, or who have been everywhere and done everything and lived to tell about it; a character at this level will command fear, respect, and envy within their profession, and will likely be widely known and well connected. Elite characters have 29 points to spend on skills and may select 2 additional vehicle list certifications.

LEGENDARY CHARACTER

Legendary characters are the best of the best, someone that defines their profession, their art form, or their world. Unique combinations of luck, ability, and experience, Legendary characters are often instantly recognizable or even iconic, and are entirely capable of accomplishing feats others would consider impossible with the track record to prove it. Legendary characters have 35 points to spend on skills.

LEVEL 0 SKILLS

Any skill a character lacks is treated as being skill Level 0. This allows characters to at least attempt anything with 1d6 and still suffer a challenge which reduces their roll to 2d6, drop the highest.

SELECT PERKS AND FLAWS

You may purchase 0-3 points of Attributes for a character. If you purchase any number of points of perks you must purchase an equivalent value of flaws. Rarely, the Director may choose to issue you flaws or perks as part of story development, but you cannot gain them in any other way after the start of the game. Perks and flaws have two levels. The first level always costs 1 point, and the second level always costs 2 points. See **Chapter 8** for more information.

CREATE CONTACTS

The player may create 1 contact based on the character's lifepath and 1 for their national origin. These are people that may be used later in the narrative by the Director. characters can also call on them for assistance, but they may owe them a favor in return later. A contact should have a name and key information, and background on how the character knows them.

CREATE A MOTIVATION

Everybody is after something in their life, that can be as simple as survival, glory, national prestige, or family honor.

All characters should have a motivation that will serve as a guide for the player and Director on how that character will act, what they want to do, and potentially provide story elements for the campaign. Sample motivations a provided below but players should feel free to make up their own.

NORTH

- ▷ Your family is threatened; you will stop at nothing to protect them.
- ▷ Part of your family has perished, and your grief drives you onward.
- ▷ Some have questioned your loyalty to the North; you aim to prove them wrong.
- ▷ You are on the trail of a traitor who threatens all you hold dear.
- ▷ Your belief in the Revisionist faith calls you to make the world a better place, through conflict if need be.
- ▷ A small community of Revisionists is under threat and as a devout follower you will see them safe.

SOUTH

- ▷ Some have questioned your loyalty to the South; you aim to prove them wrong.
- ▷ You are on the trail of a traitor who threatens all you hold dear.
- ▷ The desire for personal power keeps you going on to bigger and better.
- ▷ Your family has lost its power and prestige and you with it. You seek to reclaim what was once yours.
- ▷ The superiority of your cause causes leads you to attempt to sway others into the fold.
- ▷ You are superior to those around you, and you are driven to show all others their inferiority.

PEACE RIVER

- ▷ The superiority of your cause causes leads you to attempt to sway others into the fold.
- ▷ You are superior to those around you, and you are driven to show all others their inferiority.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-Peace River faction> and will stop at nothing to have your revenge.
- ▷ You have seen firsthand the pain caused by <select a non-Peace River faction> and you seek to help those whose lives have been ruined.
- ▷ The desire for personal power keeps you going on to bigger and better.
- ▷ Your family has lost its power and prestige. It cost you everything and now you seek to reclaim what was once yours.

NUCOAL

- ▷ Your family is threatened; you will stop at nothing to protect them.
- ▷ Part of your family has perished, and your grief drives you onward.
- ▷ Your circumstances find you very life constantly at stake.
- ▷ You are out for yourself only.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-NuCoal faction> and will stop at nothing to have your revenge.
- ▷ You have seen firsthand the pain caused by <select a non-NuCoal faction> and you seek to help those whose lives have been ruined.

BLACK TALONS

- ▷ You have suffered a great personal tragedy at the hands of the CEF and will stop at nothing to have your revenge.
- ▷ You have seen firsthand the pain caused by the CEF and you seek to help those whose lives have been ruined.
- ▷ You have sworn a personal oath to protect all Terra Novans.
- ▷ You are a member of an elite organization, and you see yourself as a beacon of hope.
- ▷ Your circumstances find you very life constantly at stake.
- ▷ The safety of your fellow Black Talons is your primary concern.

LEAGUELESS

- ▷ Some have questioned your loyalty to your community; you aim to prove them wrong.
- ▷ You are on the trail of a traitor who threatens all you hold dear.
- ▷ Your circumstances find you very life constantly at stake.
- ▷ You are out for yourself only.
- ▷ Your family is threatened; you will stop at nothing to protect them.
- ▷ Part of your family has perished, and your grief drives you onward.

CEF

- ▷ Some have questioned your loyalty to the CEF; you aim to prove them wrong.
- ▷ You are on the trail of a traitor who threatens all you hold dear.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-CEF faction> and will stop at nothing to have your revenge.
- ▷ You have seen firsthand the pain caused by all those backward colonists and you seek to help those whose lives have been ruined.
- ▷ The superiority of your cause leads you to attempt to sway others into the fold.
- ▷ You are superior to those around you, and you are driven to show all others their inferiority.

CAPRICE

- ▷ Loyalty to your corporation demands you advance their best interest.
- ▷ New opportunities for profit and wealth have drawn your attention to another world.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-Caprice faction> and will stop at nothing to have your revenge.
- ▷ You have seen firsthand the pain caused by all those backward colonists and you seek to help those whose lives have been ruined.
- ▷ You are an agent of the Liberati, sent to disrupt CEF operations on the planet.
- ▷ You owe a debt to someone and this mission the price you must pay to remove it.

UTOPIA

- ▷ You seek an opportunity to test new machines and weapons against a new foe.
- ▷ Utopia is dying, and only by taking territory can the planet's population be saved.
- ▷ These Terra Novans are wasteful and ineffective, the planet is better off under the operation of someone else.
- ▷ Patriotism has led you to volunteer to fight under the sun of another world.
- ▷ You are a member of a secret society that seeks to throw off CEF rule and seize control of Utopia for yourself.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-Utopia faction> and will stop at nothing to have your revenge.

EDEN

- ▷ As the champion and future of your family, it is your duty to gain honor and glory in their name.
- ▷ You are a forgotten scion of your house, only through glory will you prove your family wrong about your abilities.
- ▷ You are a conscripted soldier who is only trying to survive their tour of duty.
- ▷ Your lord has chosen to move their household to Terra Nova, it is your sworn duty to protect them even on a distant world.
- ▷ You have suffered a great personal tragedy at the hands of <select a non-Eden faction> and will stop at nothing to have your revenge.
- ▷ You have been hired by a Edenite Privateer Consortium to funnel information and materials you find on Terra Nova in the name of power.

SELECT EQUIPMENT

The character may be equipped with any equipment allowed by the team and sponsor, subject to the Director's instructions. A character's archetype will note special equipment the character is expected to have. Characters may select any vehicle from their sponsor.

MAKING GREL CHARACTERS

GREL is an acronym for Genetically Recombined Experimental Legionare. They are massive, purple skinned, bald humans grown to serve as expendable soldiers in the CEF. Any player may create a GREL, however all GRELs come from the CEF.

A GREL OVERVIEW

Given brainwashing and hypno-training to hone their skills, GRELs under the CEF are legally treated as equipment rather than human. Some have escaped these atrocious conditions and now live amongst the Terra Novan populace. While they are often the target of discrimination, fear, and hatred, GRELs are also known for a tireless work ethic, highly skilled expertise (although limited to their specialization) and above normal strength and endurance. GRELs are sterile and are named based on their vat number. Each new batch of GRELs are assigned a traditional human first name and a number (up to around 10000 at most) for their number in that batch. For example, Robert – 1186 would be the 1186th GREL in the batch labeled Robert. GRELs also are designed based on 8 templates called “classifications” which define the skills they are taught and their battlefield role.

While they are trained to be interchangeable, GRELs do have their own personalities and foibles, though often they manifest more immaturely than one would expect for a person that appears adult. Beyond the CEF propaganda that defines their lives, they simply lack the slowly grown social experience that humans gain in childhood and adolescence. They have a hard time learning new things, and are shown to manifest common compulsions on fixations based on their class. GREL classes have a “factory standard” sexual presentation based on their class. It is possible to find GREL not consistent with their “factory” gender (rumored to be as high as 20%). Sometimes this is intentional experimentation or variation, while occasionally it is a result of a genetic fluke. Regardless, GREL are not given the time or care needed to develop and express their identities safely or in any way beyond military application. There are some humans that have relationships with GREL, but such unions are very rare and often seen as perverse even in places like Port Arthur where there is much more contact between the genotypes.

GREL CHARACTERS

When playing a GREL, there are two considerations. The first is if the GREL is In-Spec or Out-of-Spec. In-Spec GRELs are still under CEF control. Their development is closely controlled and their contact with others often mediated. These GRELs may have honed their combat skills and even picked up a few new ones, but they are largely still the cannon fodder they were designed to be. Statting an In-Spec GREL is easy. Simply pick a template below and add one additional aptitude, adversity, or quirk to represent your characters unique development.

An Out-of-Spec GREL is one that has been liberated from CEF control for some period of time, such as those abandoned on Terra Nova. These GRELs may have had time to develop personalities outside of their role as soldiers. Without constant exposure to CEF training and propaganda, they have also started to “degrade”; losing efficacy in certain skills, but gaining others with time. Out of Spec GRELs still use a template like an In-Spec GREL, but may choose to reduce two skill levels from the template from any skill (this can include removing a skill altogether). They may then use those points to buy levels of new skills. These GREL also replace the flaw Indentured (CEF) with a new controller such as Indentured (NuCoal). They may also replace it with Wanted: 2 to represent the CEF (or vengeful Terra Novans) who will be still hunting them.

The GREL templates were created assuming the other characters are built on the Qualified skill level (17 points). If the game uses more or less, the Director will help the player add or reduce the difference in points to existing skills (for In Spec GRELs) or to existing or new skills (for Out of Spec GRELs).

Some GRELs have been custom trained for a very specific role. In such cases the Director and player should work together to swap points to make the GREL’s skills fit this special situation.

NEVER MEANT TO LIVE

GREL were designed for short term deployment in combat, expected to die on the front, or be retired somewhere away from civilians. Most were not expected to live no more than a few years due to the accelerated growth process, but scientific predictions about their longevity seem to have been drastically wrong. Regardless, GREL have a hard time learning new things.

To represent this, in the intermission sequence GRELs do not get to spend XP on advancing skills, and must spend their intermission action doing the Training action to level up skills. This means they will advance slower than humans, but will start off with a number of physical aptitudes that make them deadly in combat. This is not to say that GRELs are stupid, simply they are learning the basics all the time, and have never been taught to learn passively as humans do from birth.

QUIRK: GREL

All GRELs share a common quirk, simply titled GREL. This can be used to represent any time they should be better at a task because of their physique and training, or suffer from their inexperience with improvisation. Depending on classification this could offer an Edge to some tasks. This quirk counts as one of the 4 total aptitudes, quirks and adversities a GREL has.

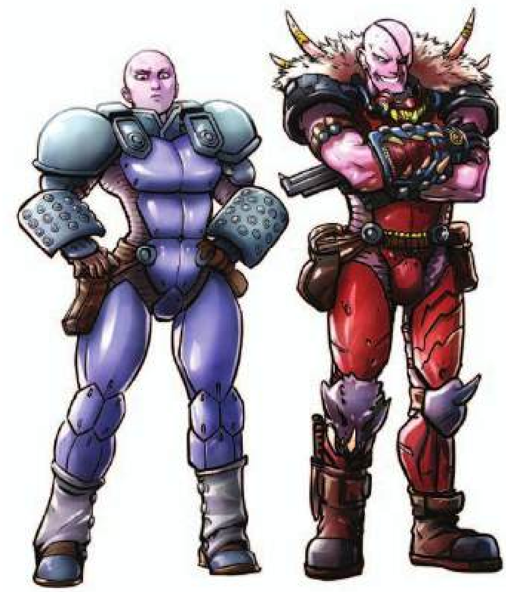
> *Example: A Maxwell technician could use the GREL quirk for a bonus to repairing something while a Mordred shocktrooper would not be able to. The Mordred would be more than justified in using the quirk when fortifying a firing position, though.*

ARCHETYPES AND HISTORY

All GRELs hail from test tubes. In game this means that GRELs do not pick a national origin or lifepath. If there is any other interaction such as equipment selection that relies on a national origin, assume it is Earth. This does not apply to Team sponsor restrictions on national origins. GREL get familiar skills and are noted with a * on their profile. In addition, GRELs may only be of the archetype listed on their template. If an archetype has choices as it advances in rank, GRELs with such a path noted in parenthesis ay only select from the indicated options. For example Grunt (Brute) is a Grunt that can only select Brute rank bonuses.

GREL TEMPLATES

Here are the GREL templates that must be used for creating your GREL characters.



JAN

Jans are GRELs who are designed to be leaders. They are strategic experts and are good at reading body language, but can become obsessed with dominance over others. Their focus on leadership gives them an inflated sense of their own power and thus they occasionally suffer from bouts of megalomania. The Jan class is specced as male.

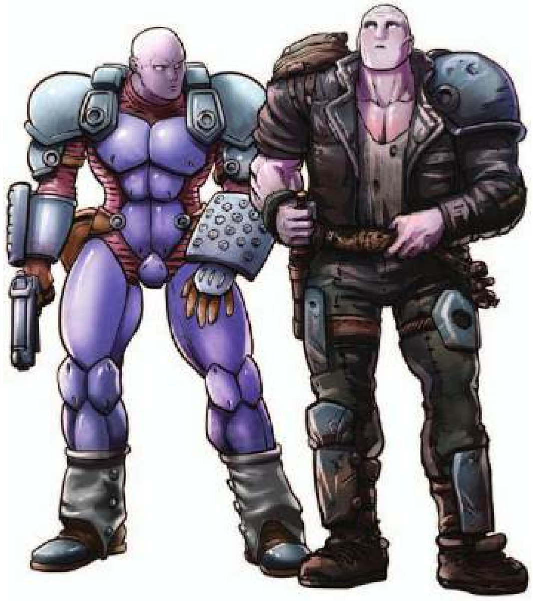
ARCHETYPE	Commander
APTITUDE	Tactically Minded
QUIRK	GREL
ADVERSITY	Megalomania
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, STRONG 1, INFLUENTIAL 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	2
Melee (Hand to Hand Training)	1
Awareness (Combat Awareness)	2
Survival (Land Navigation & Basic Survival)	2
Tactics (CEF Infantry Tactics)	3*
Athletics (GREL Training)	2
Culture (GREL Life)	1
Institutions (CEF Command Structure)	1
Influence (Commanding Presence)	3*

* Indicates a familiar skill.

MORDRED

The largest GREL class, Mordreds are the line soldiers of the GREL forces. Mordreds are designed to be male. The Mordred is massive and heavily muscled, allowing them great feats of strength and endurance. Their training as front line soldiers, however, often leaves them with little initiative and creativity, often showing seemingly childlike confusion when the rug is pulled out from under them.

ARCHETYPE	Grunt (Brute)
APTITUDE	Massive Muscles
QUIRK	GREL
ADVERSITY	Slow to Process
One additional trait chosen by the player	
PERKS	
TOUGH 2, FIT 2, HEALTHY 2, LARGE 2, STRONG 2	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL, UNCREATIVE 2, SOCIALLY INEPT 2, UNEDUCATED 1	
SKILLS	
Melee (Hand to Hand Training)	3*
Awareness (Combat Awareness)	2
Influence (Intimidate)	2
Survival (Land Navigation & Basic Survival)	1
Tactics (CEF Infantry Tactics)	2
Athletics (GREL Training)	3
Culture (GREL Life)	1
Gunnery (Infantry Heavy Weapons)	3*

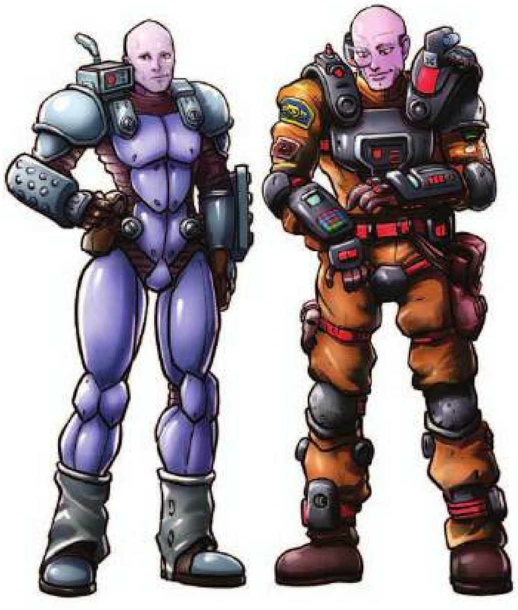


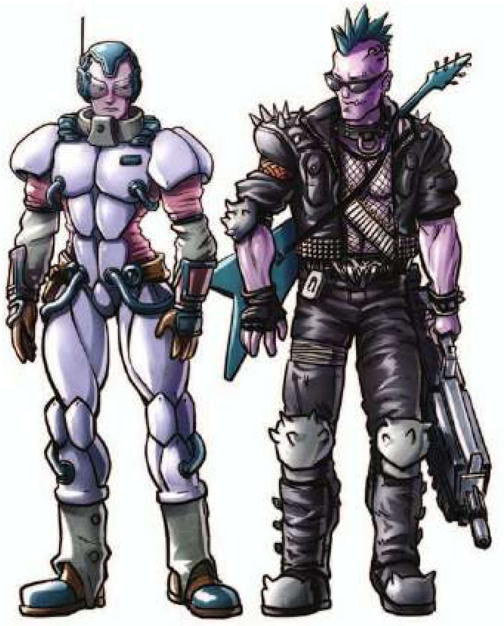
ISAAC

The Isaac class is known as the technician, trained and conditioned to maintain and repair equipment in the field. Isaacs have an intuitive understanding of most technology and can easily repair and maintain it better and faster than most trained technicians. When presented with new technology, Isaacs have a habit of taking it apart and as a class are known to develop obsessive or anxiety related disorders. Mostly these manifest in needing to perform tasks in an exacting way and conditions. Isaac GRELs are designed to be male.

ARCHETYPE	Techie
APTITUDE	Technical Savant
QUIRK	GREL
ADVERSITY	Obsessive-Compulsive
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, KNOWLEDGEABLE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	2
Mechanics (CEF Vehicles & Weapons)	3*
Mechanics (Demolitions & Defusing)	2
Survival (Land Navigation & Basic Survival)	1
Tactics (CEF Infantry Tactics)	2
Athletics (GREL Training)	1
Electronics (CEF Vehicles & Weapons)	3*
Culture (GREL Life)	1
Craft (Tinker)	2

* Indicates a familiar skill.

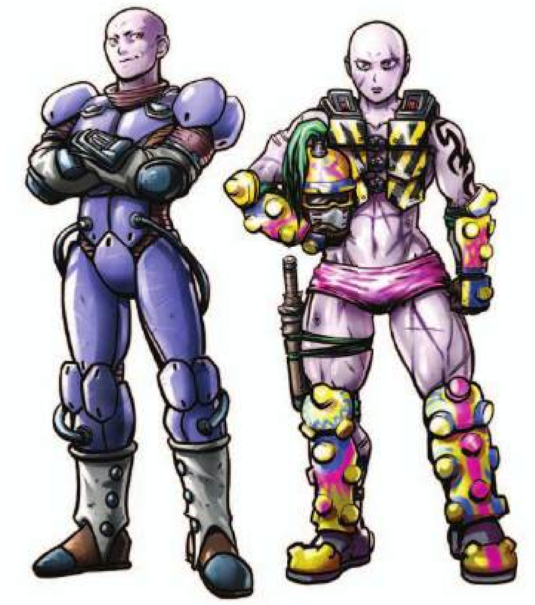




MAXWELL

Maxwells are a male design and serve as gunners on vehicles and aircraft along with their pilots (typically a Minerva). Maxwells excel at gunnery and weapons within vehicles. From tanks to aircraft, they have an almost supernatural skill at it. It is worth noting this does not extend to piloting those vehicles. Maxwells also have issues with traditional small arms and large portable weapons.

ARCHETYPE	Grunt (Ranged)
APTITUDE	Keen Eyed
QUIRK	GREL
ADVERSITY	Vicious Minded
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, PERCEPTIVE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	1
Melee (Hand to Hand Training)	1
Awareness (Combat Awareness)	2*
Gunnery (Heavy Weapons)	1
Gunnery (CEF Vehicle Weapons)	3*
Athletics (GREL Training)	1
Culture (GREL Life)	1
Tactics (CEF Armor Doctrine)	2
Electronics (CEF Vehicle Equipment)	1
Mechanics (Vehicle Weapons Repair & Maintenance)	1
Electronic Warfare (Forward Observation)	3



MINERVA

Referred to as the Maxwell's "twin", the female Minerva is known as a daredevil pilot. Minervas are also capable of piloting the CEFs battleframes and retrofitted gears. Minervas are known to be hot headed and aggressive. They favor going after their foes, and do not hesitate, to push their vehicles to the limit. This aggression, however is highly controlled, and Minervas are incredibly well disciplined outside the cockpit.

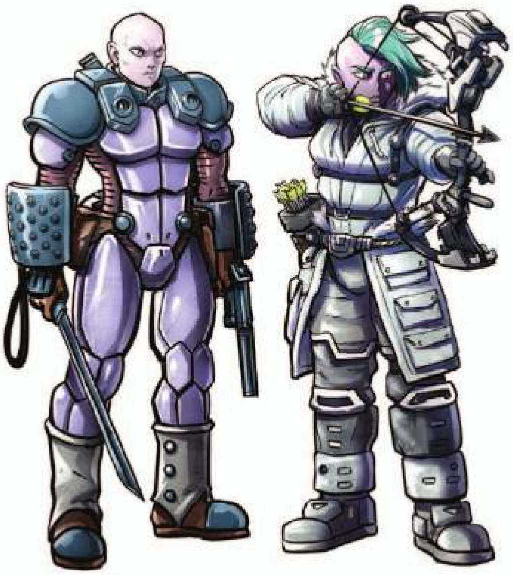
ARCHETYPE	Pilot
APTITUDE	Daredevil Pilot
QUIRK	GREL
ADVERSITY	Cocky Driver
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, AGILE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	1
Melee (Hand to Hand Training)	1
Awareness (Combat Awareness)	2
Survival (Land Navigation & Basic Survival)	2*
Athletics (GREL Training)	1
Culture (GREL Life)	1
Tactics (CEF Armor Doctrine)	2
Electronics (CEF Vehicle Equipment)	1
Mechanics (CEF Vehicles & Weapons)	1
Pilot (Vehicular Acrobatics)	2
Pilot (CEF Vehicles)	3*

* Indicates a familiar skill.

MORGANA

The Morgana GRELs are the most feared. This female design is used for scouting and special forces operations. Morganas have an innate hunter's instinct and are well known for their cold, calculated approach to situations. This causes issues in social situations, and Morganas often struggle with human interaction. Part of this comes from Morgana always being on the job. If they are not hunting, they can get antsy and act out. As one CEF commander put it, "it is hard to talk to someone when you know they are considering all the ways they could kill you at the moment."

ARCHETYPE	Scout
APTITUDE	Clever Hunter
QUIRK	GREL
ADVERSITY	Always on the Hunt
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, FIT 2, STRONG 1, AGILE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL, COMPULSIVE 1 - Murder Obsessed, UNEDUCATED 1, SOCIALLY INEPT 1	
SKILLS	
Gunnery (Small Arms)	1
Melee Combat (Hand to Hand Training)	1
Awareness (Combat Awareness)	2
Survival (Land Navigation & Basic Survival)	1
Athletics (GREL Training)	3*
Culture (GREL Life)	1
Tactics (CEF Stealth Commando)	1
Craft (Camouflage)	2*

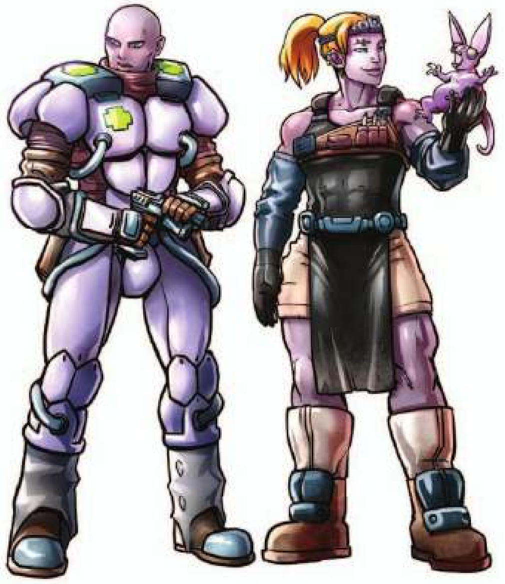


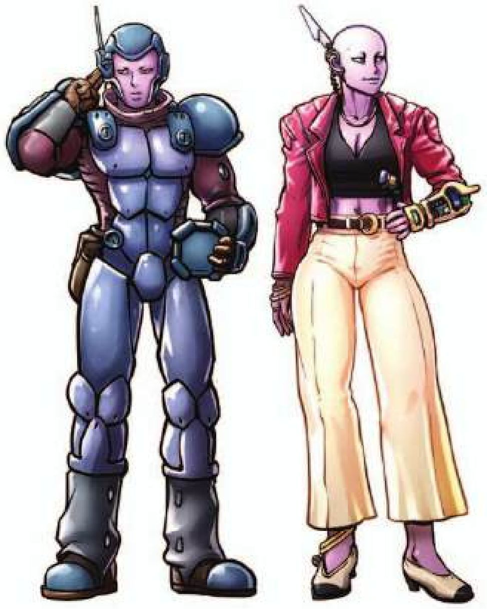
ISABELLA

Despite their expendable nature, the Isabella class female medical GREL was developed to treat GRELs, and can work on regular humans as well. Methodical and controlled, Isabellas are adept at their job of treating the sick and injured. Isabellas are also trained to provide reassurance to the injured, but many humans find their responses and mannerisms to be hollow and potentially disconcerting.

ARCHETYPE	Caretaker (Medic)
APTITUDE	Highly Professional
QUIRK	GREL
ADVERSITY	Clinical Detatchment
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, KNOWLEDGEABLE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	1
Awareness (Combat Awareness)	2
Medicine (Surgery)	3*
Medicine (First Aid Training)	2*
Hard Science (Human Biology)	2
Social Science (Psychology)	2
Tactics (CEF Infantry Tactics)	1
Athletics (GREL Training)	1
Culture (GREL Life)	1
Survival (NBC Training)	2

* Indicates a familiar skill.





KASSANDRA

The Kassandra is designed as a female communication and electronic warfare specialist. Kassandras have an attention to detail that is well known and are trained to deal with humans. Their pleasant "phone voice" comes across as almost robotic and often infuriating. Kassandras are also known to lack willingness or desire to take command despite their position as a relay for orders.

ARCHETYPE	Techie (Signal Ops)
APTITUDE	Detail Oriented
QUIRK	GREL
ADVERSITY	Creepy Pleasantness
One additional trait chosen by the player	
PERKS	
TOUGH 1, HEALTHY 1, PERCEPTIVE 1, KNOWLEDGEABLE 1	
FLAWS	
INDENTURED 2 - CEF, OUTSIDER 2 - GREL	
SKILLS	
Gunnery (Small Arms)	1
Melee (Hand to Hand Training)	1
Awareness (Combat Awareness)	1
Electronics (Recon Equipment)	1
Tactics (CEF Infantry Tactics)	2
Culture (GREL Life)	1
Survival (Stealth Operations)	2
Institutions (CEF Command Structure)	1
Tactics (CEF EW Doctrine)	2*
Electronics (CEF Sensors & Signals Equipment)	3*
Investigation (Electronic Forensics)	2

ADVANCEMENT

Characters in **Heavy Gear** advance by improving their skills and adding new ones. Improving skills is done via experience, while adding skills is based on training and capability. In addition, characters can advance in rank which can affect their interactions with the chain of command as discussed in **Chapter 6.**

EXPERIENCE (XP)

Characters gain experience by using their skills and being tested. A character gains 1 XP in a skill anytime they perform a skill Test using that skill and that test is suffering a challenge. This XP can only be used to advance the skill that generated it.

Experience may also be awarded by the Director during or after the adventure for significant accomplishments or other narratively justified reasons. XP can be associated with a particular skill or open to the player to decide what skill(s) to apply it to.

ADVANCING SKILLS

A player may, at the end of the session (see Session Flow in **Chapter** 4), spend their XP to advance a skill 1 level. The cost of advancing a skill to the next level is equal to the current skill level, and characters must purchase all previous levels before advancing further.

A character may only advance each skill by 1 skill level per Session. A character may advance more than one skill per Session.

GAINING NEW SKILLS

A character can gain a new skill by training and practicing it between Sessions. Each new skill needs a domain and the actual skill name like during character creation.

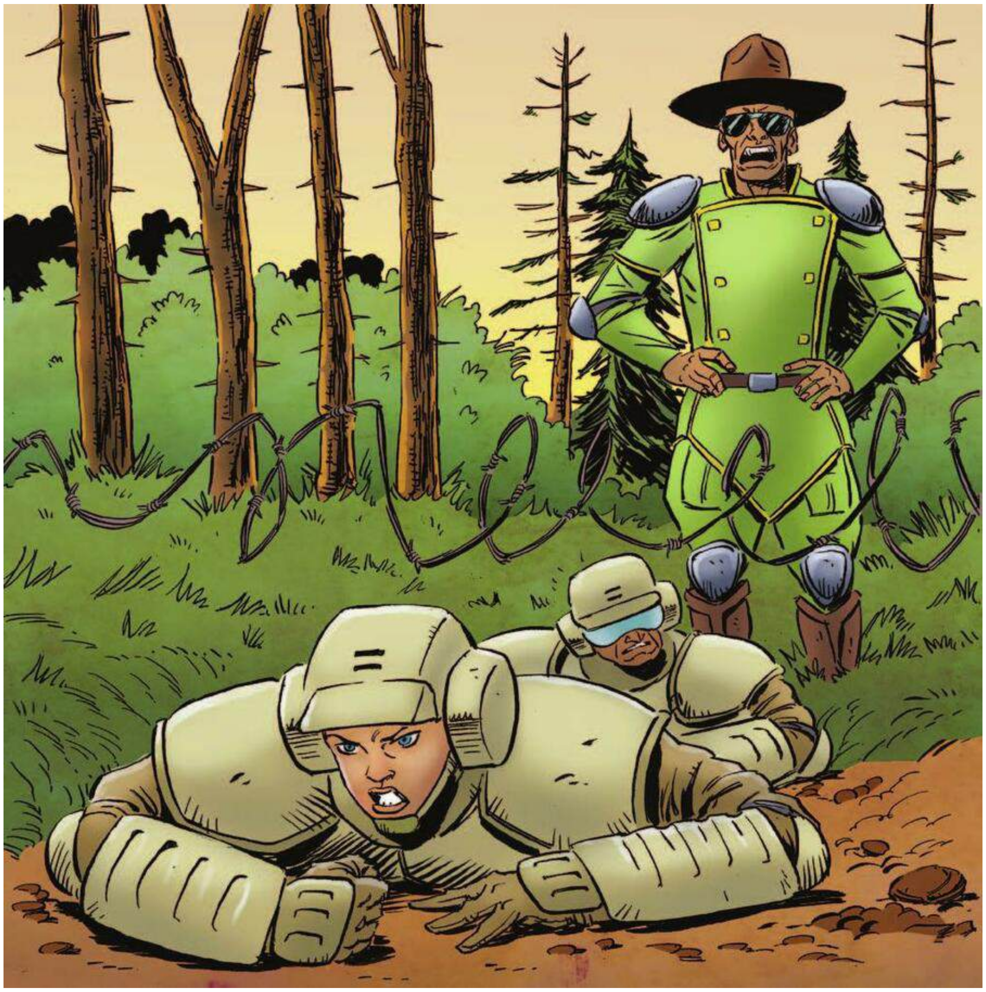
In addition, if the character is called upon to make a skill Test and uses Similar skills (see **Chapter** 3) to use another skill in its place, they may gain XP in the ideal skill. If XP were to be awarded for the skill Test, the character may instead apply that XP to a skill more directly suited to the skill Test.

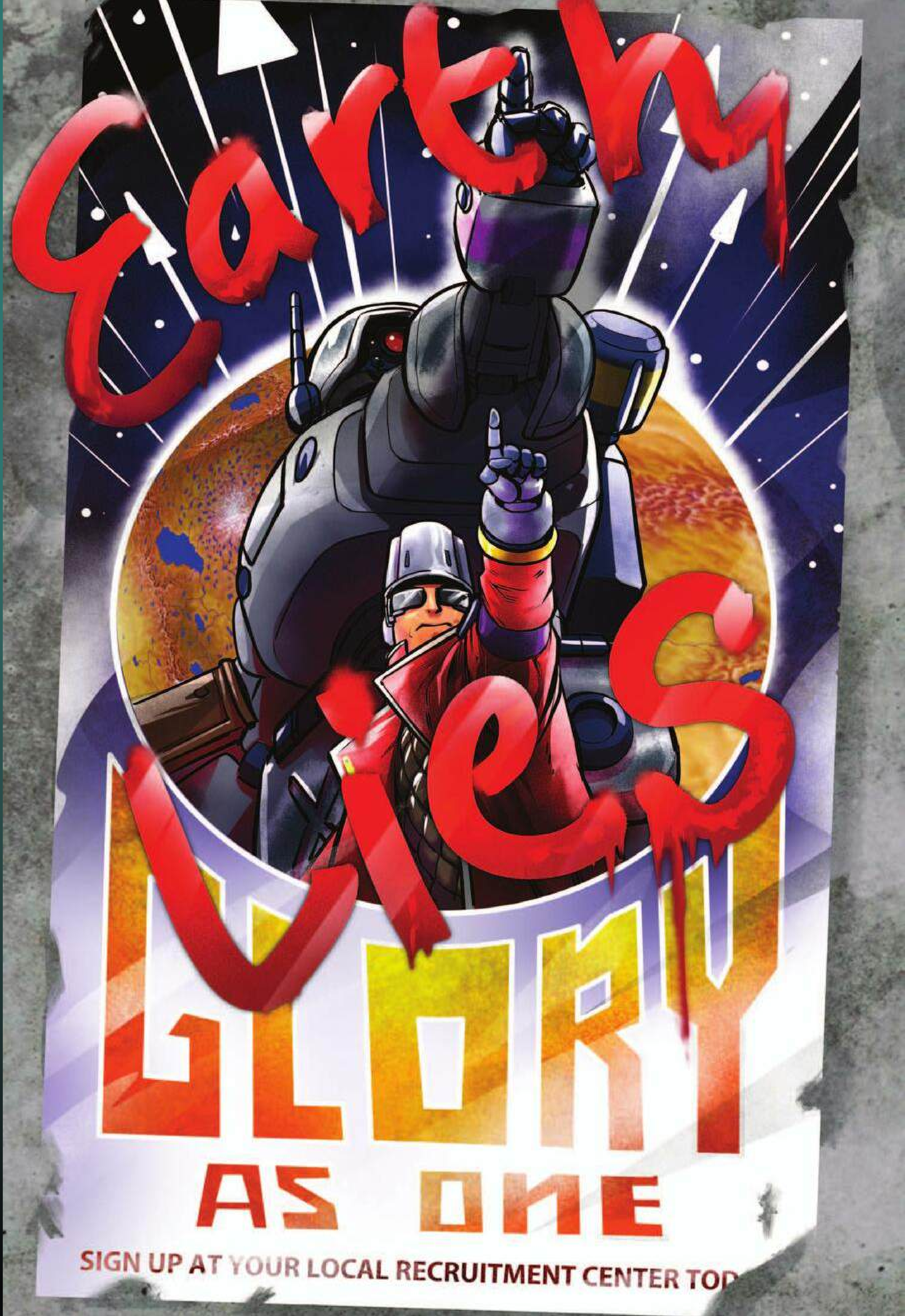
> *Example: Johnny uses his Medicine: First Aid under the effect of a challenge to remove a bullet from an ally's head. This skill is close but not ideal for this situation and likely suffers a penalty as described in similar skills, however Johnny will get an XP since the skill Test had a challenge. Johnny may apply that XP to a more appropriate skill such as Medicine: Neurosurgery which he does not have. During the intermission he can spend that XP to gain that skill.*

NPCS

Players will commonly need to interact with other characters not controlled by the players, these are called NPCs or non-player characters.

When the Director expects to need an NPC, they can follow the same process for developing a player character. Some aspects will not quite apply in the same manner or may not be relevant, but the general process should create a well-rounded, realistic character. In addition, stock characters are provided in previous sourcebooks. See **Chapter 15** for more information on creating NPCs.




Earth
Lies
GLORY
AS ONE
SIGN UP AT YOUR LOCAL RECRUITMENT CENTER TOD

LIES AND PROPAGANDA

The propaganda poster was perfect. A sleek, modern design coupled with uplifting artwork of a Republic Jager pointing to the horizon, and a CEF officer in front matching the same determined pose and gesture.

The phrase “Glory As One” was printed on the bottom. Abdou Chirac’s dark features frowned as he saw the poster. It was new, having recently replaced the Weird But Tasty advertisement on the side of the tax administration building that he walked to every day for work. It was visible to all, a clear encouragement for the populace of Port Oasis in the wake of the war.

The Port Oasis native looked down at his hands, his olive skin now starting to crease with his growing age. He remembered those same hands accepting the message delivered via mail courier, personally handed to him. His own time in the SRA had come to an end after serving his term, and he had used his veteran status to seek better employment opportunities. They were to be had aplenty in the construction business, rebuilding much of the damage the battle in the city had caused when the CEF took the Republic capital.

Despite this, he had joined his social circle’s surprise when the new occupiers announced themselves as liberators. Molay had announced it himself when he was installed as Prime Minister in one of the grand speeches that was his style. He had blamed the previous Prime Minister Louise De Rouen for dividing the Republic at such a crucial time, and for setting the Republic civil war in motion as a Northern puppet and asset of the SRA’s oldest enemy… the Confederated Northern City States. Abdou had to admit, Prime Minister Molay was an excellent orator. More importantly, he had a good point… at least, in theory.

The civil war had divided their country, once the pride of Terra Nova. They had boasted perhaps the most well- funded military, and reveled in the glory of past victories and growth over the SRA’s neighbors. They had been reduced to this. Fractured. Occupied. Split in two between Molay’s government working alongside the CEF and De Rouen fighting to reclaim territories lost to the invaders. Often, that meant spilling the blood of fellow Republicans. It felt like a civil war wrapped in a foreign invasion.

“Merde,” Chirac whispered. The weathered construction foreman wiped his brow in the midday sun as he looked up at the oversized poster. Police sirens drew his attention down the street. A small civilian vehicle screeched around the corner as masked men threw paper out its windows. He could hear them shouting as they passed.

“Vive la Republique! Molay is a traitor, rise up against the false Republic!”

Abdou jumped away from the curb, shielding himself as they passed. The sirens grew louder. Hot on their tail were the thundering wheels of two MPs, their blue Iguanas driving on their wheeled secondary movement systems like skaters at a luxury ice rink. The ground shook at they passed, with their massive frag-cannons leveled and their external speakers blasting the pilots’ commands to stop the vehicle and surrender. They passed by in an instant.

Abdou straightened himself as the confrontation disappeared down the highway, and he shielded his eyes from the sun, squinting to barely make out the passing vehicles. They were moving far too fast to guarantee the safety of pedestrians, he thought. He also thought he could barely make out small arms and rifle fire pinging off the gears before the pursuit disappeared around the corner, followed by the distant thunder of frag cannons.

Something fell at Abdou Chirac’s feet, drawing his attention.

“What’s this?” Chirac mused, looking down. It was one of the leaflets the criminals had thrown. The old Southerner looked around and saw the street was empty of bystanders. No one else could see. He stooped down to pick it up.

“The Falcon flies alone,” he read aloud, eyeing the picture of the Republic Falcon flag superimposed with DeRouen’s unmistakable face. “Silence Earth’s lies.”

Abdou checked again to make sure no one else was around before rolling the paper up in his hand, and into his pocket it went. At least it would make a good sanitary roll if the construction site’s bathroom was out.

GAMEPLAY OVERVIEW

Heavy Gear is a game you play with friends to experience thrilling action, tactical challenges, reflection on human conflict ,and occasional comedy.

GETTING STARTED

You need a group of friends who can commit to gather, in-person or online, for at least a few sessions of about 1-4 hours each.

One of these friends will take on the role of the Director, who acts as a combination of game moderator, referee, and storyteller. The Director will guide the others through a series of Sessions, each consisting of a single event, scenario, mission, or chapter of a story. This grouping of Sessions into a larger story is called an Adventure. Every other player except the Director will create a fictional character with their own personality, drives, goals, and quirks. All of your characters will share some kind of connection, which the players and Director will agree on at the beginning of an Adventure.

Both the adventure and the connection that unites the characters are a group decision. **Heavy Gear** is set in TN 1954, which sets the current era of the game's timeline 4000 years in Earth's future. But you are not limited to playing just in the current era. For new players, we have included guidelines for making your own Adventures as well as conversion rules for some previous edition content and even Adventures set in the past.

With a little coordination, the role of Director can be assigned to a different player for each Adventure or even each session. This works best when multiple people are interested in the Director role, rather than as a stop-gap measure when nobody wants to direct. Directing an adventure is more involved than being a player, but many find it even more rewarding.

THE TWO MAIN RULES

- ▷ The game is supposed to be fun for everyone.
- ▷ The rules should never get in the way of a good time.

This does not mean that you have to win every scenario, or that bad things should never happen to your characters however everyone should have something interesting to do every session. The rules are guidelines to make the world feel rational, and provide a sense of reality for the players and Director to become immersed in. Having them applied equally and consistently assures players that they can rely on something in a game format that can otherwise feel unmoored. But the moment the rules are holding up play or do not make sense, you should discard them. For Directors, this can mean that sometimes you should adjust or forego a roll rather than letting several characters die or something nonsensical disrupts the story. As the old adage goes: "Never let the truth get in the way of a good story.

THE SILHOUETTE SYSTEM

The **Heavy Gear** RPG uses a system of rules based on the Silhouette system. This system tries not to be a bulky or complicated system of rules that aims to be a perfect simulation of reality. Instead, think of it as the superstructure that you use to create a basic framework from which games are constructed. As such, most of what you find here is constructed from the same two basic rules: how many dice to roll, and what number you need to succeed. When in doubt, aim for simplicity.

BASIC TERMS

This section presumes you have some experience with role-playing games. If not, we have some advice in The Basics of Roleplaying, found in **Chapter 15.** For now, let us define some important terms.

ACTOR

Any human, animal, AI, vehicle, or similar entity controlled by a player or the Director is an actor. It often refers to someone who is taking an action defined in another rule. The term character is specifically used to refer to people.

PLAYER CHARACTERS (PC)

These are characters who are created for, and played by, the players who are not the Director.

NPCS

These are non-player characters, which are controlled by the Director. They may be fully detailed like the player characters with their own sheets, or have nothing more written down about them than a name.

TEAMS

These are groups of player characters that form the protagonists of the story.

ADVENTURE

A group of sessions comprising a larger story.

SESSION

A length of play. Each game session can be a few hours, to all night depending on how long players want to play. Some rules in the game specify sessions as a length of time. “If a long time has passed in the story, the Director can decide these conditions have been met even though it is still the same session.

SCENE

A section of each session. Just like in a film, multiple scenes come together to make a larger session. This unit is left deliberately vague. Scenes might be as short as a single conversation, or as long as a protracted conflict, chase, or event. For example, a scene could be a five-minute briefing where the characters are given info on an upcoming mission or, an arduous mountain climb taking up 18 hours in universe. The Director makes any final choices about when a scene ends.

D6

Heavy Gear uses six-sided dice, abbreviated as a “d6”. Sometimes a number is placed in front of the die type to indicate how many dice to add or roll (e.g. 1d6, 2d6. etc.). You will see bonuses or penalties written as +d6 or -d6. Whenever something states it is a bonus, add that many dice. Whenever it states it is a penalty, subtract that many dice. Edges add dice, while challenges subtract dice. Edges and challenges will be explained later on.

DICE POOL

The total number of dice used when rolling a skill.

BONUS DICE OR +XD6

Each bonus die adds 1d6 to the dice pool.

PENALTY DICE OR -XD6

Each penalty die subtracts 1d6 from the dice pool.

RESULT

The final result of a roll or test once all modifications have been made.

DIFFICULTY

When rolling dice, if you meet or beat this number you succeed with no penalty. It is also used to modify dice.

TN

An abbreviation for Threshold Number. This is the number that additional dice (after the highest die) need to roll to “modify” and add +1 to your result.

TB:(X) AND TP:(X)

TB is a Threshold bonus. Each level lowers the threshold needed to modify by 1. So if you are rolling at a TN of 5 (the default) and have TB:1 to that roll, the TN drops to 4. Conversely, TP is a threshold penalty and will make the threshold higher for each level.

DOMAIN

Domains are a large category of many skills. These provide narrative information for how the skill is used, as well as grouping skills together for domain bonuses, which are discussed later.

OPTIONAL RULES

Some rules are tagged as “optional”. They part of the overall gaming experience, and the game was designed with their use in mind. However, some groups may find them unnecessary or too complex. Directors can remove or ignore optional rules; this will have only a modest impact on the game.

Marin Delorian

COMMON DICE EFFECTS

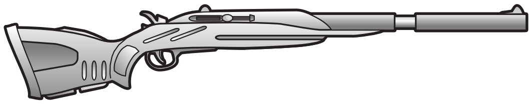
Some rules like perks, flaws or equipment may reference another rule such as "Reroll" or "Disfavored." A list of such rules is found below. If you are reading these rules for the first time, skip ahead to Rolling Dice and come back to this section later.

FAVORED

When using a skill, this character will always win any tie on an opposed roll by an MoS of 0. If both characters involved are favored, then the one with the higher base skill is the winner. If there is still a tie, then follow the usual procedure for ties. If their independent roll result exactly equals the TN, the character instead succeeds with a MoS of 1. If a character is both Favored and Disfavored for a roll, they cancel out.

DISFAVORED

When using a skill, this character will always lose any tie on an opposed roll by an MoF of 0. If both characters involved are Disfavored, then the one with the lower base skill is the loser. If there is still a tie, then follow the usual procedure for ties. If their independent roll result equals the exact TN, of the original roll, the character instead fails with a MoF of 1. If a character is both Favored and Disfavored for a roll, they cancel out.



RELIABLE DICE

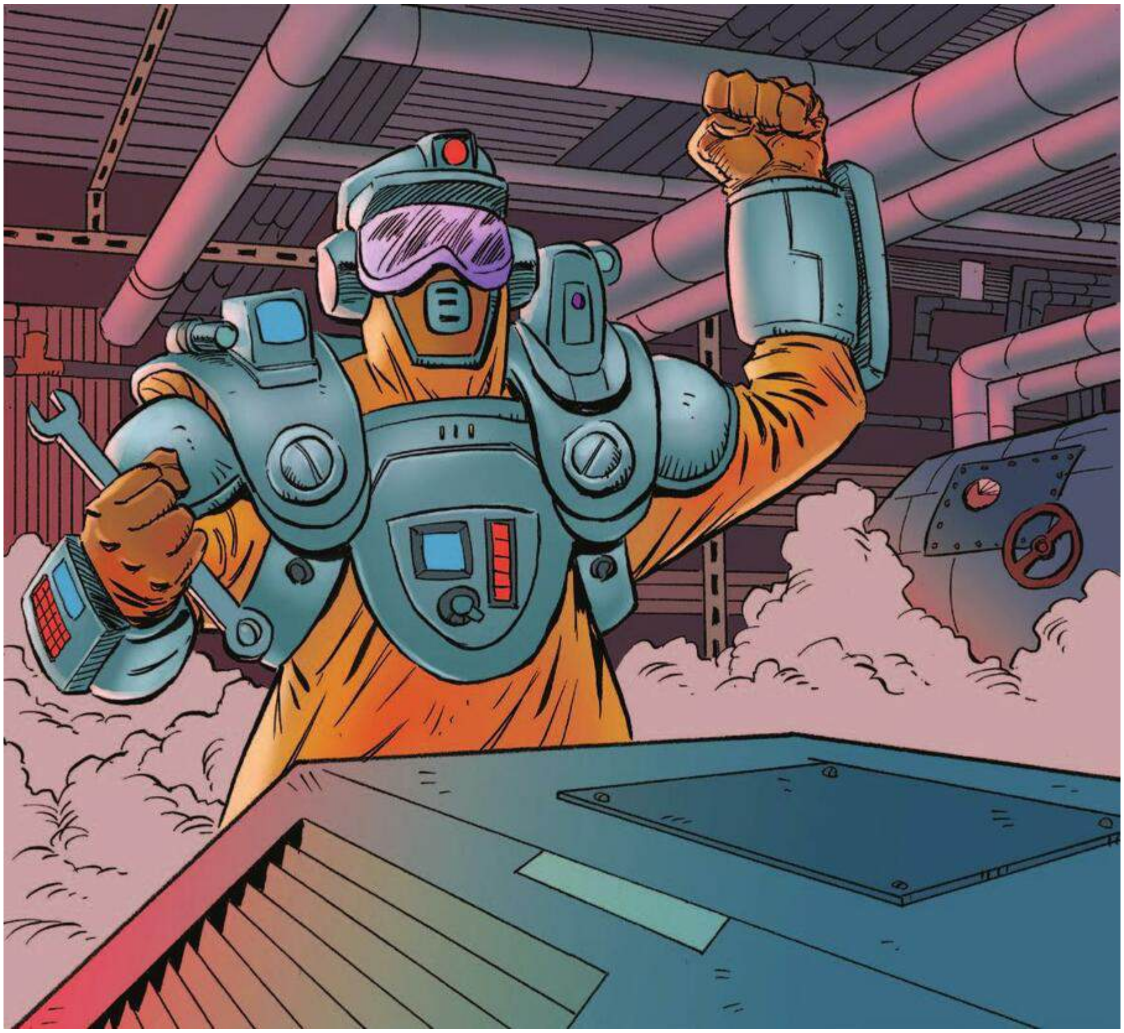
When making a skill roll, the character may gain one or more reliable dice. Each die adds +1d6 to the dice pool. The character then removes the lowest die from the result for each dice added. When a roll uses both reliable dice and unreliable die they cancel out at a 1 for 1 basis. Multiple instances of this rule stack. This occurs before other dice effects are applied, except rerolls.

UNRELIABLE DICE

When making a skill roll, the character may gain one or more unreliable dice. Each die adds +1d6 to the dice pool. The character then removes the highest die from the result for each die added. When a roll uses both reliable dice and unreliable dice they cancel out at a 1 for 1 basis. Multiple instances of this rule stack. With the exception of rerolls, this occurs before other dice effects are applied.

REROLL

When the rules state that a reroll can be made, you may choose to reroll the entire dice roll using the exact same challenges, edges, Dif, and TN. You must abide by the new result even if it is worse. A roll may only be rerolled once, and unless otherwise stated, the entire roll must be rerolled. Rerolls for rolls with reliable or unreliable dice occur before removing dice for those effects.



ROLLING DICE

Trivially simple and impossibly difficult tasks are resolved by the Director with no roll. For everything else, the dice will determine your success or failure. This is referred to as a roll or test, though it works the same either way.

Each roll uses a certain number of dice called a dice pool. When there is no skill or other rule associated with the roll, you will always roll three dice. After most rolls, keep the single highest roll from your dice pool; this might be modified later. If more than two dice are tied, choose one to keep. Other dice in the pool might modify (see below) this 'kept' roll if they roll above that task's Threshold Number.

THRESHOLD NUMBER & MODIFIERS

Each roll has a threshold number (TN) that can improve your odds of success. The threshold number varies depending on the type of roll. Each d6 beyond the first that is equal to or higher than the TN of a test adds +1 to the result of the roll. This is called modifying. For example, when rolling at TN 5 you are "modifying on 5s".

Sometimes circumstances or equipment will change the TN. These are listed as TB or TP (threshold bonus and threshold penalty). Each level of TB lowers (i.e. improves) the number needed to modify. On the other hand, each level of TP would increase (i.e. worsens) the number needed to modify. Remember, modifiers (TBs & TPs) adjust the TN of the roll, not the numbers rolled on the dice.

If, after applying all TB and TPs, the TN is higher than 6, it is reduced to 6. For every 2 full points the TN is reduced to get to 6, the roll suffers a -1d6 penalty.

FORMING DICE POOLS

For most rolls, a skill will form your dice pool. Any roll that has a skill associated with it is called a skill test. All skill tests have a dice pool of 1d6 (called a base die) plus +1d6 for each level of the skill the character possesses. So, if you have a level 2 skill, you will roll 3d6 (1d6 base die plus 2d6 for your skill level.) If a character does not have an appropriate skill, treat the skill level as 0.

Other things may affect your dice pool for a skill test. Advantages from your character's training, their tools, their situation, or inherent talents can all help a roll. Similarly, poor equipment, wounds, or shot nerves can hinder a skill test. These effects take the form of bonus and penalty dice which add or subtract -1d6 from a roll. It will usually be easy to tell which of these apply, since they will be on your character sheet.

If a skill test is reduced to zero d6 or lower, then the player will roll 2d6 and drop the highest result.

There is one other common way to alter the dice pool: Using edges and challenges. Both are described below, but challenges are especially noteworthy since they can help characters grow. Any skill test with a challenge earns experience points (XP) toward improving that skill, even if you fail the roll.

Not all situations require a skill test, and often a series of actions can be combined into a single roll. In general:

- ▷ **Trivially simple or outright impossible tasks do not require a roll and can be resolved by the Director.**
- ▷ **If an action would take multiple skills (such as jumping and taking a shot mid-air), it can be resolved with a single skill roll. The skill roll should be the hardest one for the character.**
- ▷ **If there is no penalty for failure, no roll is needed.**
- ▷ **Avoid scenarios with a single failure point.**

HELPING

A character may help another character with a skill test. The helping character does not need to have an appropriate skill, but the Director may not allow the helping attempt if the character cannot meaningfully contribute. The character receiving the help gains +1d6 to the skill test for each other character helping them, though the Director may set a limit on the number of people who can effectively help on a task.

WHEN TO ROLL

The Director should only call upon the players to roll dice for an action if there is a chance of failure with consequences for failure or consequences for repeated attempts. Picking a lock can fail and alert nearby guards but even if no guards are present, multiple attempts take time, so in either case a skill test would be called for.

DÉJÀ VU

During most of the game, passing a roll lets a character overcome obstacles or accomplish something. If the next problem the character faces is basically the same thing, they automatically overcome that too. Do not roll the same skill over and over; simply skip to the next interesting problem. Directors have the final say, but are encouraged to consider one roll as good enough. The exception to this rule is during action scenes called Conflicts. These have specifically defined rules - no infinite number of attacks to your opponent's face.

SUCCESS OR FAILURE

When the result of a roll is equal to or greater than the Difficulty, the task succeeded. To see how well it succeeded, compare the Result to the Difficulty of a task. Each point over the Difficulty is called the Margin of Success, or MoS, and will result in a better outcome, more damage, quicker work, etc. Each point below the Difficulty is called the Margin of Failure, or MoF. In general, the higher (or lower) the number, the more extreme the result.

SUCCESS

The Director will take a moment to describe how the character succeeded, but is encouraged to let the player (or anyone else with a cool idea) describe the success. You can embellish a bit and celebrate your success. Sometimes the MoS doesn't really matter -- if you have all the time in the world to get a gear unstuck from a sand dune, it doesn't matter how quickly or how well you managed. However, if a character needs to arrive somewhere quickly or is worried about consuming supplies, then the higher the MoS the better the outcome. A sufficienlty high MoS could probide a bonus or additional beneficial effect beyond simply success. This, however, is not necessary and should be used only when a substantial success has been achieved.

FAILURE

If you fail to meet the difficulty, you and anyone who helped you must face the consequences. Often, the consequences of failure are obvious; when hanging on a ledge you lose your grip and fall into the river below, or you fail to parry your opponent's saber and get wounded. The Director can use the MoF to gauge the severity of the failure, and some game rules will list specific outcomes based on that.

Sometimes it is less obvious what failure means. No matter the situation, a failure should have consequences. Examples include:

- ▷ **Interruption - You failed to convince the lieutenant the enemy knew your position, because the base was suddenly taking mortar fire!**
- ▷ **Wasting Time - You managed to drive up a steep embankment, but it took more than enough time for the jeep you were chasing to disappear.**
- ▷ **Costly Success - You prevailed in fixing the broken actuator on your gear, but during the process you burned your hand badly with a plasma torch. You fix the vehicle but also take a System Shock challenge to represent the burns.**

Generally, a MoF of 3 equates to a failure, while 2 or less will typically represent a success with unwanted consequences.

Remember that for situations where a failure would have no consequences and a character can simply try again, rolling and re-rolling until success is gained, no test should be rolled, and the Director can directly resolve the successful outcome. In this case it counts as taking a number of attempts equal to the roll's difficulty (Dif).

FAILING FORWARD

Even in failure, the game should still move forward in some way. For example, failing to roll to pick a lock may still result in the lock being opened, but the guards being alerted. A low MoF while holding onto a ledge may see a piece of valuble equipment fall instead of the player. Even in situations where failure means a task cannot be completed, Directors should use the outcome to guide players. Maybe it is now impossible to pick up the trail of the fugitive they were tracking through the desert, but the team's high command sends them to follow another lead. Perhaps you cannot fix your broken jeep and are stranded in the Badlands, but now you are driven to make a dangerous and exciting overland journey. Directors (and players) should work towards failing forward whenever they can.

This even applies to in situations where impossible tests are required to proceed along the original path. In these cases, player creativity or the Director can create some alternate routes for the adventure to continue. Alternately, if it fits the tone of the campaign, a complete dead end may be appropriate and even welcomed. The characters will grapple with their failure, and great stories and development can grow from the failure. Perhaps they will have a chance later to make amends…

Failing forward does not mean allowing success in impossible situations. If a character were to try and guess a password or get locked out of a system, that is still a failure and there is no partial success. Fail forward is not a license to break reality.

INDEPENDENT ROLLS

When no one is trying to stop the character from completing the task, it is called an independent roll.

These rolls always have a difficulty. The difficulty (or “Dif”) of a task is the number you need to roll on any one dice in the pool to succeed at that task. This number is 5 by default.

The starting TN for independent rolls is equal to the Dif.

It is possible that a test is impossible to succeed at for a character. See the above section on failing forward on how to handle these situations.

A general summary of Dif is as follows:

- Below 3 – Extremely Easy
- Dif 3 – Easy
- Dif 4 – Moderate
- Dif 5 – Challenging (Default)
- Dif 6 – Difficult
- Dif 7 – Very Difficult
- Dif 8 – Extremely Difficult
- Dif 10 – Nearly Impossible
- Dif 12 - Practically Impossible, can be resolved by the Director as impossible

Typical MoS and MoF results for independent rolls are:

- MoS 5 or better – Exceptional Success, significant bonus effect(s).
- MoS 3 to 4 – Major Success, major bonus effect(s).
- MoS 1 to 2 – Solid Success, small bonus effect(s).
- MoS 0 – Marginal Success, no additional effect(s). MoF 1 to 2 – Lesser Failure, success with small penalty(s) OR failure with no penalty.
- MoF 3 to 4 – Major Failure, success with noticeable and relevant penalty(s) OR failure with small penalty(s).
- MoF 5 or worse – Catastrophic Failure, success with significant penalty(s) OR failure with noticable and relevant penalty(s).

An independent roll includes all necessary parts of the action. For example: navigating a treacherous mountain pass won’t require a roll for mountain climbing, navigation, and survival, but just one of those skills. Similarly, if a player were trying to sneak up on a lone guard at a firebase and subdue them, you wouldn’t roll skills for the approach, then multiple rounds of combat. Instead, the player should describe how their skill allows them to perform the action, then (if the Director agrees) roll once, using the most difficult of the tasks. The success or failure of that roll will determine how the action goes

> *Example: Octavia is a Special Operative trying to sneak into a protected area. To enter the building, she must pick a lock. Since no one is currently trying to stop her it is an Independent roll. Besides her skill level of 1 and her trusty lockpick allowing her to attempt the skill, she has no other bonuses or penalties. The Director does not specify any Difficulty, meaning the Dif is 5 with a TN of 5. Octavia assembles her pool rolling of 2d6 (1 base dice + 1 for her skill). She rolls a 5 and a 5.*
>
> *Keeping the highest dice gives her a 5. However, the additional 5 (which equals or beats the TN) adds +1 to the result, meaning Octavia’s result is a 6 for a MoS of +1. The Director rules that Octavia picks the lock quicker than most people would and enters the secure area undetected.*

OPPOSED ROLLS

When an action is contested, resisted, or otherwise interfered with by another character, both sides will roll an appropriate skill test and compare the results. This is called an opposed roll.

Opposed rolls do not use difficulty, and have a base TN of 5. Whoever rolls the highest modified single die wins.The MoS for the winner is equal to the difference in rolls. The loser has a MoF equal to the difference in rolls.

In the case of a tie, one or both characters can use any available reroll to break the tie in their favor. If neither character uses a reroll and one is Favored or Disfavored, then award the success appropriately. If none of the above applies and a tie remains, the tie goes to the aggressor or character that initiated the action. The winner gets MoS 0 while the loser gets MoF 0.

If a character loses an opposed roll, the action they were trying to resist succeeds. If they were performing the action, it fails. The degree of MoS/MoF will impose varying degrees of penalties generally as follows:

Typical MoS and MoF results for opposed rolls are:

- MoS 5 or better – Exceptional Success, significant bonus effect(s).
- MoS 3 to 4 – Major Success, major bonus effect(s).
- MoS 1 to 2 – Solid Success, small bonus effect(s).
- MoS 0 – Marginal Success, no additional effect(s).
- MoF 0 – Minimal Success, no additional effect(s).
- MoF 1 or Worse - Failure, target is unaffected.

If the opposed roll is an attack, or applies an effect due to equipment (Example: ECM Hacking), only determine success or failure; do not apply additional outcomes.

> *Example: Having broken into a secure facility, Octavia now has to sneak past a guard to steal an important prototype. The guard has been told to be on alert for a break in and is actively looking for her. The Director states this will be an opposed test. The Guard will roll their level 2 Awareness: Sentry skill, while Octavia will roll her level 3 Tactics: Stealth Operations skill.*
>
> *The pools are 3d6 for the guard (1 base dice + 2 for skill) and 4d6 for Octavia (1 base dice + 3 for skill).*
>
> *The guard rolls a 2, 3, and 3. Octavia rolls a 3, 3, 4, and 5. Octavia wins with an MoS of 2 and the guard has a MoF of 2. The Director combines the result to say that Octavia sneaks through the door. If the MoS/MoF had been higher maybe Octavia could have knocked out the guard or stolen their keys.*
>
> *If Octavia had intended to do harm, instead she would have done a damage calculation and gotten no other effects.*

EDGES AND CHALLENGES

There are two basic ways to modify a dice pool that are always available: edges and challenges.

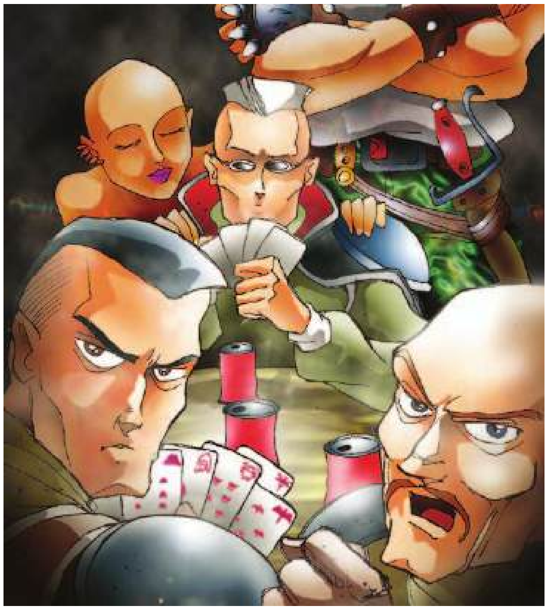
Edges are the result of mental, physical, or environmental circumstances that make it easier to accomplish certain tasks. When using an edge it offers a +1d6 modifier to skill tests. Edges can be from circumstances or a characters aptitude or quirks.

Conversely, challenges are things that may penalize a character due to their physical, mental, or environmental conditions. Things such as poor lighting, an injury, or being angry can reduce someone's ability to do what needs to be done. A challenge gives a -1d6 to the roll. This is the only way to gain XP from a roll, so it is always worth challenging yourself when you can afford to.

Rather than keeping a fixed list of which edges and challenges affect every roll, it is up to you, the player, to include those edges and challenges in the description of the action. It does not need to be beautiful or prosaic, but to tap into these advantages you have to give them some context in the story. How are you helped or hindered by your equipment or personal identity? If the Director agrees that the edge or challenge is relevant, you can modify the dice pool.

For example, if you are a member of a spec ops team reconnoitering an enemy base in deep jungle, you might describe how the thick foliage is a close match for your camo and offers an advantage to remaining unseen. The Director agrees and says your edge is worth +1d6 on your stealth roll. Conversely, if you were surveying the base having come straight from a night club (after an amusing set of circumstances), you might describe how your fancy clothes most definitively do not blend in with the nearby foliage. If the Director agrees, the challenge is worth a -1d6 penalty to your stealth roll, and you gain XP.

Characters who function with certain permanent challenges, such as blindness or deafness, might not suffer the same action penalty as someone who is temporarily challenged. They can still apply the challenge to rolls, but it is good to acknowledge that their baseline experience with the challenge and adaptation might make them more functional than others might be in those circumstances.



DAMAGE AND PENALTY DICE

Damage is a special kind of penalty dice, called action penalties. The action penalty of damage is the number of d6 it subtracts from a skill roll, noted as -Xd6. Action penalties do not apply to all actions, just those that the Director and the other players deem relevant. For example, your character might be suffering "Deafened" from a flash bang grenade, which would certainly apply to your Awareness roll to notice a hidden enemy. That same bonus would not apply to spotting a slow-moving sniper in camouflage from a distance.

Damage penalties come in two types: System Shock and Shell Shock. System Shock includes damage to your body (wounds, poison, dehydration) while Shell Shock includes damage to your mental state (fear, trauma, dysregulation, or drugging). They affect your character until they are fixed, cured, or wear off. More can be found in the Damage section below.

Penalties can also come in the form of limitations due to circumstances, equipment, or specific gameplay rules. Shooting a target outside of a weapon's optimal range imposes a -1d6 penalty, for example.

Penalty dice are not challenges and will not grant XP.

If it is unclear whether something is a penalty or a challenge, ask the following questions:

- ▷ Is this penalty due to a explicit gameplay rule? If yes, it is a penalty.
- ▷ Is it due to damage? If yes, it is a penalty
- ▷ Is this due to the environment or the characters physical and mental condition? If yes, it is a challenge.

If the effect is none of the above, assume it is a challenge.

REALITY CHECK

If you choose not to include a challenge in a roll, the Director (or another player!) can suggest a challenge of their own. If a majority of players agree with the Director, the penalty is applied. You still gain the XP.

Reality checks are especially common when dealing with challenges like severe injuries or psychological effects that were suffered as a result of failed rolls. Get ahead of them, working them into your description of the action—it makes your character a badass!

THAT'S A STRETCH

What if the other players and/or Director do not agree that you should get an edge? This typically only happens if your description did not satisfy the other players' suspension of disbelief, or because they felt there was a missed opportunity. If you are denied an edge or a challenge, you are entitled to a brief explanation from someone who denied it. If you can quickly revise your description to everyone's approval, then you can still get the edge. If they still disagree, accept it and move on. Do not keep offering revisions; this will slow the game down.

SKILL TESTS

In order to determine success or failure of an action a character must take skill test.

SKILL TEST STEP BY STEP

- Determine which skill you are going to use and describe how your character will use it to perform the desired task.
- The Director decides whether to impose a penalty for the skill not being a perfect match for the action.
- Take 1d6 + the skill level and impose any penalty from the previous step.
- Determine if you will use an aptitude, quirk, adversity, or other challenge.
- Director imposes any challenges due to damage results, context, etc.
- Add dice for equipment or attack modifiers as seen in **Chapter 11** on Conflict.
- Your Threshold number starts at a 5 or the Dif of an independent roll.
- If you are in a vehicle, impose any TN modifier due to its Gu, Pi, or Ew stats (see **Chapter 13**)
- If you are out of a vehicle, impose any TN modifiers due to your equipment.
- Roll skill test and determine MoS/MoF.

SIMILAR SKILLS

Sometimes a character will have a skill that is not quite ideal for a given situation. For example they may be skilled at firing their gear's weapons, but need to shoot something with an infantry rifle. When lobbying for which skill they plan to use a player can choose a skill that is not exactly what is called for. The Director can accept the skill and impose a penalty of no more than -3d6 on the roll. The roll also suffers a Threshold penalty equal to the number of dice lost. If the skill being used is from a Domain that has little or nothing to do with the desired action, any Domain Expertise the character has for that Domain does not apply. Remember it is possible for skills in different Domains to still be useful, so it is possible for multiple Domains to still offer Domain Expertise on a given roll.

If a character lacks any approrpiate skill at all they may still attempt it. In this case they count as using the most appropriate skill from requisite Domain but are at level 0. This means they will roll 1d6 to resolve the situation or 2d6, discarding the highest if the roll is suffering from a challenge..

> *Example: Octavia has reached the prototype she is seeking, but needs to hack into a computer to release electronic locks. She has a Electronic Warfare (Intrusion) skill of 2d6. She also has some equipment to help her: a Dataglove with specialized hacking software granting her a TB:1 to hacking attempts. Octavia has been preparing for this mission for a while and already spent time this session learning the enemy security system, so she asks the Director to apply an edge to represent her preparation. The Director agrees that this deserves +1d6. However, because this is a highly secure facility, the Director determines that the Difficulty for the roll is 6. Octavia will roll 4d6 (1 base die + 2d6 for her level 2 skill + 1d6 for her edge) modifying on 5+ (TB:1 for her Dataglove). She rolls a 5,5, 4, and 2. She will keep one 5, and the other 5 will modify to add 1 to her result for a total of 6. Because this equals the Difficulty of the task, she is able to deactivate the lock.*

Example: Later, prototype in hand, Octavia is trying to leave the secure facility. She needs to again roll her Tactics (Stealth Operations) to escape. However, she wants to make sure she gains experience points for the skill. She suggests to the Director that the bulky prototype in her backpack is slowing her down or making unwanted noise. The Director agrees this will be good enough for a challenge. As before, the NPC guard will roll a 3d6 pool, but Octavia's pool will be 3d6 (1 base dice + 3d6 for her skill - 1d6 for her challenge). The TN for both is still 5. The guard rolls 2, 5, and 6 for a total of 7. Octavia rolls 1, 3, and 6 for a total of 6. The guard has spotted her with a MoS of 1, and raises the alarm. Even though she failed the roll and now has to run for it, Octavia still gets to mark an experience point next to her Tactics: Stealth Operations skill.

Example: Later, after successfully evading pursuit, Octavia needs to get to a dead drop location and leave the stolen prototype for extraction. She has chosen to take her gear to make the journey across the desert and will go over a mountain to stay out of enemy territory. Because time is not an issue and she could try again as much as she likes, but the trip is still dangerous, the Director has her roll her Pilot: (Heavy Gear) skill at a difficulty 5. Octavia makes a roll but ends up with only a 3 for a MoF of 2. Instead of rolling again, the Director says that as she is working her way over the mountains her gear suffers a fall heavily damaging its right arm. She is able to drop off the prototype, but cannot return the way she came, and will now have to get out through enemy territory. In this case the failure has upped the stakes and had real consequences, but has continued the story.

Example: Johnny wants to remove a bullet from a wounded companion's head. The most appropriate skills would be things like Medicine (Neural Surgeon) but Johnny lacks such a skill. Instead Johnny's player lobbys to use Johnny's Medicine (EMT) skill instead which is level 4. The Director accepts, declares the roll has a Dif:7 and imposes a -2d6 penalty to the roll since EMT training is useful but does not really cover brain surgery. Johnny's final roll will be 3d6 (1 + 4 skill levels – 2d6 from Director) and have a Threshold Number of 9 (7 from the Dif + 2 from the imposed penalty). Since Johnny's EMT training is a Medicine Domain skill, which is most appropriate for a medical procedure, he may use his Domain Expertise. If, instead of being a trained EMT, Johnny spent time as a B list actor he could use a skill related to that. Instead of having Medicine (EMT), he has Showmanship (Actor) at level 4. This may still be accepted to use, since Johnny totally remembers that briefing the set advisor gave him and likely justify a -3d6 penalty (the maximum). In addition, since Showmanship skills are not appropriate for medical procedures, Johnny cannot use his Domain Expertise here.

SPECIAL ROLLS

Beyond the systems above, there are a few other ways rolls can be structured to tell a story. Directors (and players) are also encouraged to invent their own. The basic ones presented here are Conflicts, Chases, and Accumulations. While any of these could be determined by a single roll (and in many cases should be!) you can use these systems to add more drama to the event.

CONFLICTS

Sometimes a scene calls for a series of rolls to represent a contest or battle. These situations are called Conflicts, and are complex enough that they have their own chapter dedicated to them. In addition, this RPG has some compatibility with Heavy Gear Blitz (a full-fledged miniatures wargame also set on Terra Nova); it uses the same Silhouette rules, and you can bring your RPG characters onto the Blitz battlefield. All of this is explained in detail in the chapter on Conflicts (**Chapter 11**).

CHASES

To conduct a chase, set a base distance between the characters. You could use meters, car lengths, or kilometers depending on the speed and time scale, whatever is appropriate for the chase. This distance will be called "units" from here on, and starting at 5 units is a good place to begin. Next, the fleeing party will narrate how they try to get away and set a Difficulty. For a foot chase, sprinting all out on open ground might be a 3, while weaving in and out of traffic and diving through night market stands might be a 6. The fleeing party then rolls at the named difficulty. Each point of MoS adds to their units of distance. The pursuer then rolls at the same Difficulty. Each of their MoS reduces the number of units. If, after both sides have rolled, the pursuer reduces the distance to 0, then they have caught the fleeing party. If, after both sides have rolled the distance is 10, then the fleeing party has gotten away.

Shorter and longer chases are possible (just change the numbers). Similarly, what represents 0 distance could vary. For a foot chase it might be the distance at which they can tackle their foe. For an aerial pursuit it might be where the pursuer reaches missile range.

ACCUMULATION

Sometimes, how long something takes can be critical for a narrative. How many files can you steal before the diplomat returns to their room? How many traps do you rig before the special forces team is on you? Can you finish all the repairs before the sandstorm hits? While these can all be handled by an independent roll, Accumulations give a system for quantifying amounts. In this case, the Director will give a set number of MoS needed for a task to be completely done and a timer consisting of a rough number of turns before some consequence happens. This timer may be unknown to the players (How long will your cover hold? Who knows!) or it might be clearly indicated (weather software says three rolls until the storm hits).

Once the total has been set by the Director, the player makes and independent roll with a Dif of 5. Each success adding its MoS a pool. If the success is MoS 0 then roll a d6, on a 4+ treat it as MoS 1 instead. When they accumulate enough MoS in the pool, all the tasks are done (all the repair tasks are completed, all the data stolen, all the traps rigged). If they hit the timer, then they get interrupted and must make do with whatever percentage they have completed. Multiple characters may assist with a single Accumulation and their MoS are combined.

Two suggestions with Accumulations: Setting a number that is divisible by five allows you to easily figure the percentage of work completed, which can help for having harder numbers. Also, it can be helpful or exciting to give the player safe time and unsafe time. For example, instead of saying "The guards will arrive in 3 rounds," you could say "In three rounds I will start rolling a d6. On a 4+ the guards arrive".

CHARACTER TRAITS

Character traits are special rules that show the character's most interesting strengths and weaknesses.

During the session, a player can activate a trait to help or hinder a skill test. Typically an aptitude will add +1d6 while an adversity will apply -1d6. Quirks could do either depending on the context. The Director may call for a trait to be activated for a penalty if they feel it is necessary, and traits that represent predictable behavior can be used by other players on their owner. For example, a well known hot head with the "Angry" trait, could be baited by another person into making a bad choice. A full selection of trats can be found in the appendix. Traits effect rolls as follows:

- ▷ When a trait is activated for a bonus, it is Exhausted, and cannot be used again that session for a bonus (though it can still be activated for penalty.)
- ▷ When a trait is activated for a penalty, this -1d6 counts as a challenge, and will grant +1 XP to the skill rolled.
- ▷ In addition, activating a trait for a penalty allows any one of the character's exhausted traits to be refreshed, and activated again this session for a bonus.
- ▷ Bonus/Penalty dice from traits also stack with edges and challenges. but you may still only ever gain +1 XP from a single roll.

APTITUDE

Everyone is good at something. Aptitudes are clearly good things, like being physically strong, fast thinking and broadly educated, lean and agile, or generally tough. They usually have no downside. Aptitudes mechanically may only be used as an edge for a +1d6 bonus.

QUIRK

Quirks are aspects of your physicality, personality, mental state, etc. that can be good or bad depending on the situation. These are things like being highly competitive, slow and deliberative, or being immersed in a specific culture. A quirk can be used as a edge or challenge for either a +1d6 or -1d6.

ADVERSITY

In life, each of us faces adversities from our own shortcomings or physical limitations that others do not have to cope with. These challenges can be seen as opportunities for drama and personal achievement; characters with no flaws or obstacles at all are boring. An adversity may only be used in game as a challenge for a -1d6.

A half-baked plan is formed

DAMAGE

Damage comes in many forms. As part of tracking damage taken, **Heavy Gear** also imposes narrative effects as well.

Damage in **Heavy Gear** is represented with damage results. When a character or vehicle is hit by an attack, the damage of the weapon and the target's armor (Arm) plus any Toughness stat are used to determine damage inflicted. The starting Toughness for humans is 2, which may be increased or reduced by perks and flaws.

DAM + MoS - Arm -Toughness = Damage Dealt

When assigning damage, instead of marking hit points lost, damage is converted to penalty dice with a value of -Xd6, where X is the damage dealt. This can be though ot like hit points in other games but has effects instead of being just numbers. The Director then assigns an effect such as Wounded, Rattled, a Ruptured Fuel Line or damaged mechanisms. This is called the action penalty.

DAMAGE RESULTS & ACTION PENALTIES

A damage result represents some level of injury or damage a character or vehicle has sustained. Action Penalties are the specific effects of the damage, such as a broken arm or cut. Each action penalty imposes a penalty of -Xd6 to any roll that would rely on the damaged element where X is the value of the damage result. If something takes more damage than the maximum damage result, apply the excess damage to a separate damage result and continue doing this each time the maximum is exceeded. Use the maximum possible damage each time to determine which results to use. For example, if a character takes 8 damage it would be applied as two -3d6 penalties and one -2d6 penalty.

Action penalties apply either to a character's Shell Shock or System Shock as determined by the Director when the damage is taken.

DAMAGING VEHICLES: HULL INTEGRITY

Unlike living creatures, vehicles can take varying amounts of damage before being rendered inoperable. To represent this, vehicles have hull integrity (or HI). This stat is a representation of how well the vehicle can hold together when receiving damage. It is a catch all for the strength of the internal structure, backup systems, and general sturdiness.

A vehicle that takes total action penalties equal to its HI is disabled. This means the vehicle is functionally no longer working. It may be able to move some (usually while heavily smoking and with terrible grinding noises) or might even still have functional systems at Director discretion. A Disabled vehicle can no longer Declare Posture (See **Chapter 11**) and is treated as immobile when being attacked.

Vehicles at 2x their HI in penalties are destroyed. If this happenes all in one damage result, they explode. See Conflict in **Chapter 11** for more on this.

While a vehicle with high HI might be able to take more than the typical 4d6 total action penalties a human can, the action penalties and their effects are unchanged. This can result in vehicles technically being functional, but largely useless.

MULTIPLE ACTION PENALTIES

When assigning damage, a Director could put all the dice suffered into a single damage result, but it is often better to consider breaking them up into both mental and physical results. For example, a character who has been shot might suffer a -2d6 Wound, but you could also assign a -1d6 Wound and -1d6 Rattled. Similarly, a Director might decide that a character who has just survived a collision with a fellow gear pilot could receive both the Angry and Fractured Bone results. While it may be easier for the character to recover from two small injuries, it adds more detail to the story. Later in this chapter there is a list of example damage results and result clusters, to make assigning damage easier.

SYSTEM SHOCK

Dangerous acts and weapons of war always carry the risk of physical trauma. Rather than abstracting injuries into points or using extensive rules to simulate every possible injury, System Shock represents an entire category of threats brought on by physical trauma.

You can have up to 4d6 of System Shock damage results before you lose consciousness and may be dead. Note that some perks may increase this number, and creatures may have greater or less System Shock maximums.

System Shock damage results rarely vanish on their own. Gashes need stitches, shrapnel must be carefully excised, and bleeding must be staunched. Getting rid of System Shock damage requires time, materials, and/or skill tests to address the underlying cause. If not addressed, they may worsen.

SHELL SHOCK

Psychological stress, guilt, and fear can be as debilitating as physical injury. Shell Shock is a category of damage results that reflect a deteriorating mental state that ranges from such seemingly trivial matters as loss of temper due to lack of food to a serious and potentially deadly psychotic break.

You can lose up to 4d6 due to Shell Shock damage before your character flees, freezes, faints, or even turns on the other characters. The Director chooses actions that are in line with your previous behavior and adversities. Note that some perks may increase this number. Creatures may have a greater or less Shell Shock maximum.

While time to process events can sometimes help, it is rarely enough. Treating Shell Shock damage requires time, care, understanding and possibly skill tests to address the underlying issues. These symptoms could worsen is left untreated.

CHARACTER DEATH

A character being disabled due to Shell Shock or System Shock may not be, and usually is not, dead. **Heavy Gear** does not provide hard rules for when a character dies due to Shell or System Shock, as many groups have different preferences. However, some recommendations are provided here.

Characters can die due to System Shock damage. If a character were to sustain a total of 8d6 or more in total action penalties, character death will occur. Even if they are not dead, it is highly unlikely they will recover within the scope of an adventure.

Characters cannot die due to Shell Shock, instead they would likely suffer a mental breakdown and be unable to participate in future adventures. If a character were to sustain a total of 8d6 in total action penalties, the Charater is permanently incapaciated. Even if they recover, the therapy and time needed would likely remove them from the adventure.

DETERIORATION

Many damage results get worse unless something is done to address the problem. For example, dehydration begins as an inconvenience and can quickly become a mortal threat. Such damage results are listed with a deterioration interval - this is the amount of time that passes before the action penalty worsens by an additional die.

When a System Shock or Shell Shock damage result worsens, it applies to the total number of dice you can lose before crisis or loss of consciousness.

PATCHING

Injuries, trauma, and vehicle damage rarely occur at convenient times where they can be treated immediately and allowed time for recovery; humans have come up with many ways to keep going anyway. Things such as first aid, anesthetics, and other emergency measures mask pain while drugs, training, and disassociation can help with emotional distress. For vehicles simple field repairs can alleviate these issues. These game effects are collectively called patching. Each point of damage patched allows the character or vehicle to ignore 1d6 of damage results as chosen by the one doing the healing or repairing. This reduces the action penalty for that result and any effects by 1d6. Patching lasts until the end of the scene.

This does not remove the damage result, instead it simply allows the character or vehicle to temporarily ignore the effect. The damage results still apply to System Shock, Shell Shock and hull integrity. Damage results can be removed by performing Patch actions in appropriate facilities or with proper tools, see **Chapter 9** for more information..

HEALING

Intermission actions (described in **Chapter 4**) can include a hospital stay or other more comprehensive treatment. Unless otherwise specified, this is assumed to be enough time for sufficient treatment. All the character's wounds and trauma can be treated at the same time, though some damage results might have to be healed sequentially as explained in their fix or may take longer. While it might seem unrealistic to get counseling while convalescing, historic medical revolutions paved the way for this holistic approach to human health common in the 62nd century. Healing can be done in a proper facility or with the proper equipment, see **Chapter 9**, unless otherwise stated, but can only occur during an intermission or equivalent time span.

CAPS AND SEVERITY

Some damage results cap. For example, when you are deafened you cannot become any more deaf. Others may represent worse circumstances with a higher penalty. For example, a character suffering a -1d6 result three times is not as badly hurt as one suffering one -3d6 result even though they are at the same penalty; consider this when thinking of fix times for Director-created conditions. If unsure of the length of time, conduct a quick search online for how long recovery typically takes and reduce that time to 25% to represent advances in medical science in the 62nd century. This will yield a result close enough to use in game.

CONTEXT CHALLENGES

Sometimes damage is only relevant for a single roll. For instance, if you are knocked over, you are fine once you stand back up. These are called context challenges. A context challenge applies to a single roll and then vanishes. No further effort is required to remove it, and it does not count against your System Shock or Shell Shock limitations. However, it is still a challenge and will grant XP to any roll made during that time. This is the only way Damage can directly contribute to XP.

EMERGENCY DICE

Emergency dice are a resource characters can use that will allow them to survive otherwise fatal encounters.

Emergency dice can only be used on any skill test to help a character survive an otherwise direct, immediate, and fatal situation. Situations such as trying to break the grip of a foe strangling them, trying to evacuate from an exploding vehicle or jumping from a major height would be the type of situations for emergency dice. After the skill test is rolled, the character may choose to spend any number of unspent XP they have generated to roll emergency dice. The XP is lost, and the emergency dice are rolled and added to the roll. The result of the roll is based on MoS/MoF like normal. If the roll still fails after the Emergency Dice, no more dice may be used.

> *Example: A seriously wounded Adil is in a brawl with a special forces trooper. If Adil fails to break away, he will die as the special forces trooper will finish him off. Adil may use emergency dice.*
>
> *If the special forces trooper was only intent on capturing Adil, emergency dice may not be used.*
>
> *Example: The main villain has set a bomb in a building with a timer and is in their villain monologue. Marrick is in the building and decides to take a shot at the villain to try and stop the timer. Marrick may not use emergency dice since the situation is not immediately fatal.*

If a character would die without a roll, such as being in the center of an explosion, the Director may instead require the character to spend 5 emergency dice to survive. No roll is made, but the character survives. The Director may impose effects to the character based on the event.

Regardless of whether a roll is needed, if there is no way a character could survive given the level of reality of the game, the Director can decide that no amount of emergency dice will save the character and no emergency dice can be used.

EXAMPLE DAMAGE RESULTS

Below are example damage results and suggested action penalties for a Director to give to a character. Some of these are also referenced in other parts of the rules.

Both the Director and players should add to this list as they see fit, using the below damage results as examples to build from. After this section is an example of Damage clusters that can be used to assign as damage quickly and randomly. The type and severity is listed by each result.

Some damage results are not caused by injury, but are here for reference and as examples. Additionally, a damage result may note that further damage causes certain other results. If a more severe type of damage is sustained than the challenge allows, additional damage results should be taken from what is listed in the order they are presented.

If no fix or deterioration is applicable none will be listed. Any penalty marked with a * cannot be healed or removed without specialized tools or a dedicated facility. They require a [W] to patch or heal instead of a [R] (see **Chapter 9**).

ANGER (1D6, SHELL)

The character is full of rage and anger, which is likely to come out destructively.

Past trauma, an injury, or slights (real or imagined) have caused the character to lose their cool. They suffer a penalty to actions that require them to think before acting but will only face half the penalty (round down to a minimum of -1d6) when committing a violent act.

- ▷ Deterioration: The character suffers an additional -1d6 each time the same stimulus happens.
- ▷ Fix: Removing the cause of the anger will take away -1d6 immediately. A character can also take a round to try and calm themselves down and make an independent roll at difficulty 4, but failure will add another -1d6. For disagreements the character may need to have a third-party help calm things down. Other characters can “talk them down”, with a successful skill roll patching -1d6 of penalty for that game session. Generally, any anger that reaches -3d6 or more will not be solved simply by stepping out of the room and regaining their composure, and will require some catalyst to solve it such as an apology, mediation, or counseling. Lashing out at the target will patch the damage entirely for the remainder of that scene and the next, but if the same stimulus happens again without some kind of intervention the character immediately returns to their highest anger damage result.

BLEEDING (1D6, SYSTEM)

Shrapnel or a direct hit has caused significant bleeding.

The character will feel weak and drained. The action penalty applies to phyiscal actions or motion.

- ▷ Deterioration: The damage result increases by 1 for every 30 minutes this is not treated. Any charater can apply pressure to the wound, so long as this is applied the Deteroration will not occur.
- ▷ Fix: Stitches, medical gel, coagulant medication or anything that will stop the bleeding.

BLINDED (1-2D6, SYSTEM)

The character has temporarily or permanently lost the ability to see.

A partially blinded character suffers the action penalty to anything that requires sight, and cannot attempt some skills at all. One advantage of Datagloves and HUI systems is that they allow users to make gesture-based commands, so it may still be possible for a character to take some actions while “fighting blind”.

- ▷ Fix: Characters blinded by bright lights (be it a spotlight, or a laser aimed at them while using an IR visor) will have to remove the stimulus or shield their eyes. After this they will recover -1d6 of this result per round. A character blinded by chemicals, dirt, or sand will have to wash or wipe their eyes clean before recovering. Characters blinded by damage to their eyes will have to seek medical help. Permanent blinding can be healed in a genetic therapy clinic but will take a full season.

BRAIN INJURY* (3D6, SYSTEM)

The character has suffered a serious brain injury that will likely affect them for a long time.

The character suffers the action penalty to all skill tests involving thinking or problem solving. A penalty of -3d6 is applied to all motion related actions in addition to this. This result cannot be healed during an intermission action.

- ▷ Deterioration: If not treated, the action penalty and penatly to motion increase by 1d6 every hour.
- ▷ Fix: Brain injuries are not easy to treat. A [W] is not sufficent to address a brain injury; a surgeon and hospital is required. Even then it will take months or years to fully recover. The rate of recovery is 1d6 per season.

BURNED* (1-3D6, SYSTEM)

The character has suffered first, second, or third-degree burns.

The character suffers the damage results to all skill tests involving motion. Multiple instances of this result combine for a single large damage result.

- ▷ Deterioration: -1d6 or -2d6 burns will Deteriorate in 24 hours. -3d6 and above will deteriorate hourly without dressings.
- ▷ Fix: Dressings, antiseptics, and pain medication. For -2d6 or -3d6 burns, skin grafts will be needed for healing. Burns will heal in a hospital at a rate of five days per -d6 of burn for each die removed, so a -2d6 burn requires ten days to be reduced to -1d6, and five more to be healed entirely. Outside of hospital conditions, a character may be left scarred by burns and could even gain the Ugly flaw if the damage is bad enough.

COMBAT FATIUGE (3D6, SHELL)

Stress has finally gotten to the character and they have entered a state called combat fatigue.

The character gains an adversity called Combat Fatigue. It is applied to every skill test and has a penalty of -3d6 instead of the normal -1d6 for an adversity. The character is extemely irritable, depressed, and generally seems less alert overall.

- Fix: Combat fatigue will improve by 1d6 every 2 weeks with rest and removal from the situation.

CONCUSSION (1-2D6, SYSTEM)

A hard hit to the head has given the character a mild concussion.

The character suffers an action penalty to their thought processes and any skill tests that require knowlege or memory. Muscle memory actions such as attacking are unafffected.

- Fix: Concussions will go away after a week per action penalty.

DEAFENED (1D6, SYSTEM)

The character has lost the ability to hear, making some actions difficult or impossible.

The character suffers a -1d6 penalty to all actions that benefit from sound such as seeking a hidden foe, treating a patient, or haggling with a trader. Actions that are entirely dependent on hearing, such as radio conversations, are impossible. While they won't suffer a penalty when fighting, they do suffer a loss of combat awareness and will take the deafened action penalty to their initiative.

- Fix: A character temporarily deafened - such as from a flashbang grenade - will have their hearing come back in 1 minute per MoS of the action that deafened them. Permanent hearing damage will require care in a hospital and a week of regenerative therapy to remove.

DEHYDRATED (1D6, SYSTEM)

A dangerous loss of bodily fluid that can be impairing or fatal.

The character suffers -1d6 to all actions when they fail a survival roll in high heat conditions or are denied access to water for a prolonged period. People can become dehydrated even in wet environments or when drinking water if they overexert themselves. A well-made desert suit will prevent this result, but someone foolish with their water can still get into trouble in the harsh sands.

- Deterioration: Each additional 24 hours dehydration is not fixed, the character will suffer another -1d6 penalty.
- Fix: Hydrate with water or other liquid. Each liter taken (slowly) will remove one die of penalty. At -4d6 the character will need intravenous fluids to recover.

ENCUMBURED (1D6, SYSTEM)

The character is carrying too much and may have trouble maneuvering.

The character suffers -1d6 to athletic or acrobatic actions when they try to carry too much, or heft something awkward and beyond their strength limits. Usually this happens not from damage but from going over their burden limit (see **Chapter 9**). For each full 25% of burden points over their burden limit the character suffers another -1d6. At -2d6, the character's MR is cut in half. At -4d6, they collapse. For situations heavily affected by weight, such as swimming or balancing on a narrow ledge, each die also adds TP:1

- Deterioration: Failing athletic, acrobatic, or endurance based skill checks while encumbered can lead to the Dehydrated or Wounded results. It can also result in unexpectedly going Prone
- Fix: Removing extra burden points will reduce or remove the penalty. Securing the load might sometimes help.

FEAR (1-2D6, SHELL)

A near miss or close encounter with death has reminded the character of their mortality.

Each activation, the character counts as already having used a number of actions equal to this damage penalty result.

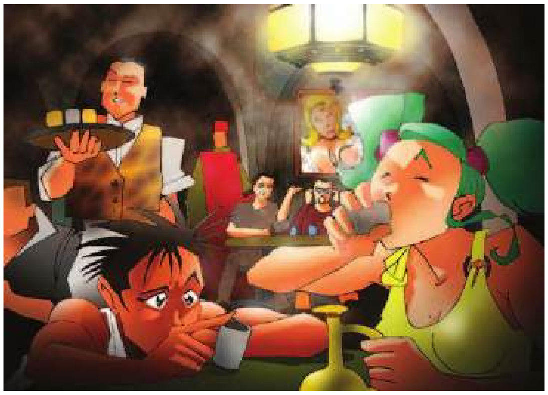
- Deterioration: Unless consoled or removed from the situation, the fear will get worse at a rate of 1d6 per minute.
- Fix: A character can, as an action, calm themselves or calm down someone suffering this condition. This reduces the effect by 1d6 each time it is done.

FRACTURED/BROKEN BONES* (1-3D6, SYSTEM)

Be it chipped bones, hairline cracks, or skin breaking contusions, something is broken.

The character suffers -1d6 to skills using the limb for each point of damage inflicted. Some breaks such as in the chest, can also come with internal bleeding as their ribs puncture lungs or organs. Pain medication can patch this kind of injury. Further damage caused by broken bones includes internal bleeding and wounded.

- Deterioration: Unless splinted or otherwise restrained the fracture will Deteriorate once every full hour of heavy activity.
- Fix: Modern medicine means most fractures heal quickly. It takes 1 day of treatment to reduce the penalty by 1d6.



FROZEN (2-3D6, SHELL)

Mental shock has caused the character to stop reacting to the situation.

The character cannot perform any voluntary actions, but may still resist actions by others.

▷ Fix: At the start of each activation, reduce this damage result by 1d6. A friend or ally can console them as a full round action if they are within 2 meters. This reduces the action penalty by 1d6.

GUILT (2D6, SHELL)

A deep sense of shame and failure to live up to their ideals haunts the character.

Haunted by something they did (or didn't) do, the character's doubt, disgust, and disappointment hound them. Characters that are feeling guilty suffer a -2d6 penalty to decision making and actions around that caused this result. If the character continues to do the thing that triggered their shame such as fleeing battle, breaking the terms of a relationship, hiding an addiction or crime - then each time they take another -1d6 penalty along with the original damage.

▷ Deterioration: If others face consequences for the character's actions, and they do not confess, they will suffer a further -1d6 to this result.

▷ Fix: A character feeling guilt can confess this to those they feel they wronged. This will fix guilt, but may have other consequences. They can also compensate with stimulants or penitent behavior (such as risking their life in a conflict because they fled an earlier one) or by acting out when they reach -4d6. This will patch all penalty for guilt for that scene and the next. Other characters can also calm them with a successful skill roll, reducing -1d6 of penalty (down to a minimum of -1d6). The only way to permanently remove guilt is by confessing or getting counseling during the intermission.

HALLUCINATIONS (1-2D6, SHELL)

This character is seeing and/or hearing things that are not real.

This can be caused by major traumatic events, drugs, or toxins, not just damage. While affected by this damage result the character sees and/or hears things that are not there. They must make a skill test (typically an Awareness skill) to determine if what they see/hear is real.

▷ Fix: This will fix at a rate of 1d6 per hour.

INTERNAL BLEEDING* (2-3D6, SYSTEM)

Injuries to the character's organs or veins are a serious threat to life.

The character suffers a penalty to all skill tests due to blood lost. Whether as a byproduct of the Wounded damage result, or the result of a blunt force trauma, these injuries need to be addressed or they will continue to create problems. Often the only solution is surgery or specialized medicines.

▷ Deterioration: Every 30 minutes the bleeding is not addressed, this damage result increases by -1d6 unless coagulant drugs are applied or the bleeding is stopped.

▷ Fix: Surgery or specialized drugs are needed to address these injuries. Pain medication will help in the short term to numb the pain.

INTOXICATED (2D6, SYSTEM/SHELL)

The character has become drunk or incoherent from drugs or alcohol.

The character suffers apenalty to all mental processes. Depending on the drug, this can manifest as a sedative, stimulant, or hallucinogen, and the skills affected could be different. The Director will decide based on the drug whether there is danger to the character's life (in which case these penalties count as System Shock) or if they will just pass out if they have too much (in which case these penalties are Shell Shock). Intoxicated can be used to patch damage. In the case of pain, usually each -1d6 of Intoxicated patches -1d6 of pain. For Shell Shock, you can use the rules for getting support from a teammate (in this case, the drug).

▷ Fix: Rest and recuperation for 1 hour per -1d6, cumulatively. Each period of rest will remove -1d6. So if a character has -3d6 in penalties they will have to rest for 3 hours to go down to -2d6, 2 more hours to drop to -1d6, and a final hour for the last -1d6. At Director discretion. other stimulants or sedatives might lower these numbers (or put you in a worse position than you started). Hospital detox lowers the process to 1 hour per die.

KNOCKED OUT (2D6, SYSTEM)

The character has been temporarily rendered unconscious either by a blow to the head, or a shock.

A character that is knocked out can take no actions of any kind that require them to be awake. They will remain knocked out for a number of rounds equal to the MoS of the thing that knocked them out.

▷ Fix: This result expires when the the character wakes up. If they are awoken before the knocked out rounds are up, they are Rattled (1d6).

LIMB CRIPPLED* (3D6, SYSTEM)

A limb has taken major trauma.

Select left or right arm or leg. The action penalty for this damage results applies to any action requiring the use of the selected limb. A -1d6 penalty represents a fracture, -2d6 is a broken bone, and -3d6 is a serious trauma that may require amputation.

ON FIRE (2D6, SYSTEM)

The character has been lit on fire.

At the start of each of its activations the actor must roll a d6. On a 4+, increase the damage penalty of this result by -1d6 and suffer a -1d6 Fear Shell Shock damage result. Further damage becomes the burned result.

- ▷ Fix: Stop, Drop, and Roll! The character must brace and spend a full round action putting out the flames. This removes -1d6 of On Fire. A fire extinguisher, bucket of water, or full immersion in water will remove on fire as a standard action. Other characters can contribute an action to help stamp the flames out, removing them on a successful normal roll. Napalm must be scraped off or put out with a chemical extinguisher. Scraping it off will require an action and a successful roll with difficulty 6+. Failure by a comrade could result in them also gaining the On Fire damage result.

RATTLED (2D6, SHELL)

Something has shaken the character up and they need a minute to get their bearings.

After a bad mishap, watching a traumatic event, or a near death experience the character can be rattled and suffer a -2d6 penalty to all skill tests. Rattled can also be caused by an opponent startling them in situations like a duel or contest. If an opponent caused Rattled once and defeated or otherwise humiliated the character, they can cause it again at TB:1, until the character beats them or otherwise restores a sense of control.

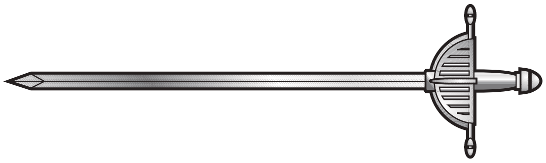
- ▷ Fix: Passing an affected skill test will remove the condition by restoring a sense of control and self-confidence to the character. Otherwise they will need a full Scene without conflict or heavy stress to catch their breath, which will remove the penalty. Friends can sometimes spend an action to talk the character down and patch the penalty.

PARANOID (1D6, SHELL)

The character thinks everyone wants to hurt them, and they cannot trust anyone.

Paranoid happens when a character thought they were safe and suddenly realizes they are not. It inflicts a penalty to actions that require concentration and trust.

- ▷ Deterioration: If the character deals with the event that caused the Paranoid damage and has the same thing happen again, their penalty will increase by -1d6.
- ▷ Fix: The character will need a full scene without conflict or stress to catch their breath. This will remove -1d6 of penalty for each scene. Additionally, they can spend a full uninterrupted action and pass an independent roll at difficulty 4 to patch the penalty for a scene. Another character can try to help and Numb the damage, but failure will instead add a die to the damage. If Paranoid reaches -3d6 or greater, then it will never drop below -1d6 unless the character gets help during an intermission.



POISONED (1D6, SYSTEM)

The character has been afflicted by a toxic substance.

For simple poisons found in insects or bad food, poison caps at -1d6 but it may be cumulative if you get poisoned again. Deadly poisons such as snakes or most chemical poisons do not have a cap and may kill the character at -4d6. Neurotoxins and chemical weapons may cause death with a single MoF.

- ▷ Deterioration: Varies by cause. Snake bite: 6 hours, black ops poison: 5 minutes, chemical weapon: 1 round.
- ▷ Fix: Anti-venom or other drugs can remove -1d6 of penalties with 6 hours of treatment. Any poisoning worse than that will require a day to a week of medical treatment for each -1d6. A character rendered comatose from poisoning will take 3 days to recover. All of these assume a hospital. Without medical treatment, penalties could last from a season to a cycle. Note that some military grade toxins will require a specialized antidote to avoid death that hospitals may not be able to concoct.

PRONE (1D6, SYSTEM)

The character is on the ground.

While prone, the character moves at 1/4th speed and cannot defend themselves against melee attacks.

- ▷ Fix: Use an action to stand up, cannot be a reaction.

RUPTURED ORGAN* (3D6, SYSTEM)

A wound has caused an organ to rupture. This condition is life threatening.

The character has taken a sigificant hit and will suffer the action penalty to all skill tests. This type of injury cannot be healed without specialized tools.

- ▷ Deterioration: Every 5 minutes without treatment causes this to deteriorate by -1d6.
- ▷ Fix: Immediate medical intervention by a trained surgeon, emergency specialist, or skilled first responder.

SHOCK (1-2D6, SHELL)

The character has entered a state of shock.

The character suffers a penalty to their thinking and information processing equal to the action penalty.

- ▷ Fix: The character needs a moment to catch their breath. They can spend an action to remove this damage result.

SLOWED (1D6, SHELL)

The character's mental processes are slowed down.

The character suffers this penalty to their next action.

SNAPPED (3D6, SHELL)

The character has a mental breakdown and ceases to function.

The character suffers thisto all skill tests they take and cannot perform any task requiring anything more than muscle memory, such as dodging attacks.

- ▷ Deterioration: If not treated, this will turn into a full mental breakdown after 1 week, increasing its action penalty to -4d6.
- ▷ Fix: The character needs immediate help from their comrades. A friend or ally can console them as a full round action if they are within 2 meters. This reduces the action penalty by 1d6.

STARVING (1D6, SYSTEM)

The character is denied food and will slowly waste away.

After two Terra Novan days without food, the character will take this penalty to all actions. Until one week without food, a character can shake this penalty for a scene by passing an independent Roll at difficulty 4.

- ▷ Deterioration: Each week after the first penalty is accrued will increase the penalty by -1d6 until the character dies.
- ▷ Fix: Calorie intake is needed. Characters that reach -3d6 or more in penalties will often require a hospital stay or supplements fully recover.

STUNNED (1-3D6, SHELL)

The character has had the wind knocked out of them and is temporarily incapacitated.

The character takes -1d6 per point of MoS of the action that stunned them. This applies to all actions while stunned. They cannot move All-Out during this time and will not be able to use any skill requiring concentration and deep thought. This can be caused by things other than combat.

- ▷ Fix: Stunned automatically improves at a rate of -1d6 per round.

THE SHAKES (1-3D6, SHELL)

The shock of an impact or nearby round has caused the character to develop an uncontrolled shake in their hands.

The character suffers a penalty to anything involving the use of their hands This can be caused by things other than combat such as emotional trauma from seeing a town destroyed.

- ▷ Fix: The character can calm down as a full round action and if they do not chose All Out or Top Speed posture. An ally can attempt to console them as well. This counts as an action and removes -1d6 of penalty. The ally must be within 2 meters.

TERRIFIED (3D6, SHELL)

Fear is the mind killer and something has the character spooked, routed, or afraid.

A trigger event is causing the character to function on fight, flight, or freeze behavior. Regardless of what they do, their actions will not be very useful. The character takes this penalty to any actions that do not actively remove them from the situation that is scaring them. For example, if attacked by a GREL with a flamethrower the character would take a -3d6 to attempts to fight someone else in the scene, to talk the GREL into a cease fire, or hack a computer. They would take no penalty to dodging when trying to flee, attacking the GREL, or trying to hide.

- ▷ Deterioration: Each time the stimulus occurs, Terrified will also get -1d6 worse. For example, a GREL with a flamethrower inflicts -1d6 on the character, catching them near the blast but focusing on their teammate. The character ignores them and stays on mission but next round the GREL turns towards them directly. This will cause an additional -1d6 until the character takes some fight, flight, or freeze response. Terrified can be patched by a teammate providing emotional support.
- ▷ Fix: Leaving the area that terrified them will cause all but -1d6 of terrified to pass. The character will have to make an independent roll to calm down and remove the final -1d6. Another character can also talk them down with an appropriate skill roll and remove -1d6 of Terrified per round spent doing so.

WOUNDED (2-3D6, SYSTEM)

The character has suffered a laceration, puncture, deep bruising, or other flesh wound causing loss of blood and/or tissue damage.

The character has sustained a significant injury. Whether or not it is a flesh wound or something more serious, they will suffer the action penalty to all actions.

- ▷ Deterioration: Depending on the source of the damage the character may be losing blood, and they will Deteriorate unless they can stop the bleeding by putting pressure on the wound or dressing it. If the action penalty is -2d6 it worsens every half hour, and -3d6 or higher it worsens every minute. Wounds from bruising do not deteriorate, and are capped at -1d6.
- ▷ Fix: Pain medication will help in the short term. For bleeding wounds, medical dressings can stop the bleeding, and pressure on the wound can be used in a pinch to keep someone alive a few minutes for help to arrive. Lacerations will require bandages or stitches, and surgery may be required to seal up internal injuries or remove shrapnel or bullets. Transfusions, IV's, or synthetic blood products may also be needed to treat blood loss.

EXAMPLE VEHICLE DAMAGE RESULTS

Not all vehicle damage results have unique fixes or deterioration. If a result does, it will be noted. Otherwise all damage results may be patched, in which case the effect is removed if the patch removes the whole damage penalty. Repairs remove the penalty so long as it repairs all of the damage result. If a repair or patch does not cover the full damage penalty, record it and subsequent attempts will add to it. Many of the same damage results for humans can be applied to machines with some reworking. For example, Internal Bleeding could be used to represent some damage to internal cooling or radiator systems where leaking fluids where the machine will function until it overheats. Similarly, Starving could be applied to a machine that does not have hostile environment protection for the desert and is used for an extended period out in the sand and dust. These will follow the same format as the physical and psychological injuries above.

CATASTROPHIC LIMB DAMAGE* (3D6)

A limb has taken a big hit and is just barely hanging on.

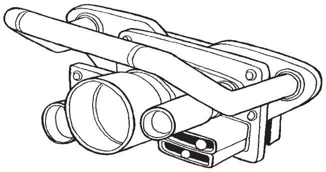
Select a limb (left or right leg, left or right arm). Any action requiring use of that limb suffers a -3d6 penalty. Legs also suffer -3 movement.

CATASTROPHIC SYSTEM DAMAGE* (3D6)

One of the vehicle's electronic systems is rendered nearly nonfunctional.

Select between optics, sensors, cooling, fire control, motive control, or communications. Any action that uses that system suffers this penalty.

- ▷ Optics are the primary and secondary vision systems such as the vehicle's cameras, periscopes or eyes. Damaged omni-optics imposes this penalty to tests to see things.
- ▷ Sensors are the vehicle's systems for detecting contacts. Damaged sensors impose this penalty to detect anything without visual assistance.
- ▷ Cooling is the system responsible for ensuring the vehicle does not overheat. Damaged cooling imposes this penatly to tests related to vehicle endurance. The vehicle must also stop every hour to cool down for 15 minutes.
- ▷ Fire control is the vehicle's weapon systems. Damaged fire control imposes this penalty to ranged attacks.
- ▷ Motive control is the vehicle's movement systems. Damaged motive control imposes this penalty to melee attacks, dodging attacks, or tests to move over terrain and climb.
- ▷ Communications is the vehicle's ability to send and recieve information. Damaged communications imposes this penalty to receiving and sending communications.



DRIVE SYSTEM CRIPPLED* (3D6)

The vehicle's primary drive system has been disabled.

The vehicle can no longer move. Ranged attacks against it are resolved as independent rolls. Attempts to dodge melee attacks suffer this penalty.

DRIVE SYSTEM DAMAGED (2D6)

The vehicle has suffered a hit to its primary motive system, limiting its movements.

The vehicle cannot declare Top Speed or All Out posture and can only turn once up to 90 degrees during its activation.

ENGINE HIT (2D6)

A hit or shrapnel impact has breached the engine compartment and damaged the engine.

This vehicle suffers this damage penalty to any actions involving its motive system, as well as attempts to dodge attacks, and make melee attacks.

HULL BREACH (1D6)

You have a new window.

This damage result imposes no penalties as the shot simply blows a hole in the vehicle. The vehicle is now open if it was sealed, and may flood if underwater or be vulnerable to chemical attacks.

IT'S GONNA BLOW (3D6, TOTAL DAMAGE EXCEEDS VEHICLE HI)

The vehicle has suffered catastrophic damage. It is smoking and engulfed in flames. The crew have seconds to bail out. Will they risk another few moments?

The Director secretly rolls 1d6, halves it (rounded up) and keeps track of the result. At the end of that many rounds, the vehicle explodes and any crew that are still in it are killed. Until then, the vehicle is still operational and can act as normal.

JAMMED (HACKED OR TARGETED BY AN ECM SUITE) (1D6)

The enemy has infiltrated your systems and taken down key functions.

All communication hardware is disabled, and the vehicle's GU, PI and EW rolls suffer TP:2. Multiple instances of this do not stack TP. See Jammed in **Chapter 12**.

- Fix: All Jammed damage results clear after a number of rounds equal to total -d6 of Jammed damage results. A character or actor may attempt an Electronic Warfare skill test to clear the jam at Dif: 5. For every point of MoS, remove 1d6 of Jammed.

KNOCKED DOWN (2D6, GEAR OR LEGGED STRIDER)

The vehicle has been knocked down. It will take a moment to stand back up.

The vehicle takes this penalty to attempts to dodge attacks and can stand up as an action. If it does so, reduce its movement by 2 on the activation it stood up.

MAJOR LIMB DAMAGE (2D6)

A limb has taken a major hit.

Select a limb (left or right leg, left or right arm). Any action requiring use of that limb suffers this penalty. Legs also suffer -2 movement.

MAJOR SYSTEM DAMAGE (2D6)

One of the vehicle's electronic systems has taken heavy damage.

Select between optics, sensors, cooling, fire control, motive control, or communications. Any action that uses that system suffers thispenalty.

- Optics are the primary and secondary vision systems such as the vehicle's cameras, periscopes or eyes. Damaged omni- optics imposes a this penalty to tests to see things.
- Sensors are the vehicle's systems for detecting contacts. Damaged sensors impose a this penalty to detect anything without visual assistance.
- Cooling is the system responsible for ensuring the vehicle does not overheat. Damaged cooling imposes a this penatly to tests related to vehicle endurance. The vehicle must also stop every hour to cool down for 15 minutes.
- Fire control is the vehicle's weapon systems. Damaged fire control imposes a this penalty to ranged attacks.
- Motive control is the vehicle's movement systems. Damaged motive control imposes a this penalty to melee attacks, dodging attacks, or tests to move over terrain and climb.
- Communications is the vehicle's ability to send and recieve information. Damaged communications imposes a this penalty to receiving and sending communications.

MAJOR WEAPON DESTROYED* (3D6)

A major weapon system has been violently ripped off.

Select a weapon, it is destroyed. The selected weapon must be at least Heavy size or greater than Damage 7.

MINOR LIMB DAMAGE (1D6)

A limb has taken a small hit.

Select a limb (left or right leg, left or right arm). Any action requiring use of that limb suffers this penalty. Legs also suffer -1 movement.

MILICIA
45
45
MILICIA
Made by SPACER

MINOR SYSTEM DAMAGE (1D6)

One of the vehicle's electronic systems has taken minor damage.

Select between optics, sensors, cooling, fire control, motive control, or communications. Any action that uses that system suffers this penalty.

- Optics are the primary and secondary vision systems such as the vehicle's cameras, periscopes or eyes. Damaged omni- optics imposes a this penalty to tests to see things.
- Sensors are the vehicle's systems for detecting contacts. Damaged sensors impose a this penalty to detect anything without visual assistance.
- Cooling is the system responsible for ensuring the vehicle does not overheat. Damaged cooling imposes a this penatly to tests related to vehicle endurance. The vehicle must also stop every hour to cool down for 15 minutes.
- Fire control is the vehicle's weapon systems. Damaged fire control imposes a this penalty to ranged attacks.
- Motive control is the vehicle's movement systems. Damaged motive control imposes a this penalty to melee attacks, dodging attacks, or tests to move over terrain and climb.
- Communications is the vehicle's ability to send and recieve information. Damaged communications imposes a this penalty to receiving and sending communications.

MINOR WEAPON DESTROYED* (1-2D6)

A minor weapon system has been violently ripped off.

Select a weapon, it is destroyed. The selected weapon must be Damage 7 or less.

ON FIRE (2D6)

The vehicle has been lit on fire.

At the start of each of its activations, the vehicle must roll a d6. On a 4+, increase the damage penalty of this result by -1d6 and the crew suffers a 1d6 Fear Shell Shock damage result. The vehicle cannot hide.

- ▷ Fix: Extinguish with fire fighting equipment or other means.

SECONDARY EXPLOSION (3D6)

The hit penetrated ammo or fuel storage, setting them off.

The vehicle suffers 1 additional point of damage on a roll of a 4+. Repeat until the vehicle does not suffer additional damage. Each time it takes damage, the roll needed to damage it worsens by 1 (so a 4+ becomes a 5+) to a maximum of 6+. Afterwards this is treated as a Hull Breach.

SENSOR MALFUNCTION (1D6)

A hit has briefly disrupted the sensors.

The vehicles sensor range is reduced by half until the end of the next round. The ability to identify vehicle types, variants and affiliations is lost until then.

UNSTABLE (1D6)

The vehicle has been knocked off balance, throwing off any commands.

The vehicle suffers -1d6 to all actions until the end of the next round.

DAMAGE RESULT TABLES

Below are a set of tables useful for randomizing damage results. This can speed up play and reduce load on the Director. The Director can, at their discretion, simply select and appropriate damage result.

1d6 Shell Shock Results	
1	Slowed
2	Afraid
3	The Shakes
4	Shock
5	Hallucinations
6	Rattled

2d6 Shell Shock Results	
1	The Shakes
2	Stunned
3	Hallucinations
4	Shock
5	Frozen
6	Afraid

3d6 Shell Shock Results	
1	The Shakes
2	Frozen
3	Stunned
4	Snapped
5	Terrified
6	Combat Fatigue

1d6 System Shock Results	
1	Blinded
2	Burned
3	Deafened
4	Fractured/Broken Bones
5	Concussion
6	Bleeding

2d6 System Shock Results	
1	Blinded
2	Fractured/Broken Bones
3	Internal Bleeding
4	Knocked Out
5	Concussion
6	Wounded

3d6 System Shock Results	
1	Limb Crippled
2	Fractured/Broken Bones
3	Ruptured Organs
4	Internal Bleeding
5	Brain Injury
6	Wounded

1d6 Vehicle damage results	
1	Hull Breach
2	Hull Breach
3	Minor System Damage
4	Minor Limb Damage
5	Sensor Malfunction
6	Unstable

2d6 Vehicle damage results	
1	Engine Hit
2	Drive System Damaged
3	Knocked Down
4	On Fire
5	Major Limb Damage
6	Minor Weapon Destroyed

3d6 Vehicle damage results	
1	Catastrophic System Damage
2	Catastrophic Limb Damage
3	Drive System Crippled
4	it’s Gonna Blow
5	Major Weapon Destroyed
6	Secondary Explosion

CERTIFICATIONS

Certifications are an indicator of what types of vehicles and other elements of the world a character is trained to use. If a character does not have a certification in a something, any attempts to use it will suffer a penalty. As of the time of this book's writing, the only Certifications needed are for vehicles. Vehicle Certifications cover all land, sea and air vehicles unless otherwise stated. This does mean a character trained as a gear pilot can pilot a jet without extra training. The Director may impose additional requirements at their discretion.

For vehicles, a character may use vehicles they do not have Certifications on. If they do so they will suffer a TP:1 until they become familiar with the new vehicle at which point they count as certified. For example, a character from the Northern Lights Confederacy is Certified on all vehicles from the North, Universal and Civilian vehicle lists. They may use vehicles from the South, NuCoal, Peace River and Black Talon vehicle lists but will suffer a TP:1. It takes 2 hours to become accustomed to vehicles from your planet. After 2 hours, the TP:1 disappears.

If the vehicle is not from your planet, the penalty goes to TP:2. Additionally, you may only take 2 actions per activation while in the vehicle due to unfamiliarity. It takes 1 month of dedicated, full-time training to become certified in vehicles from another planet's vehicle list. The Northern Lights Confederacy character above would need 1 month of training to learn how to use a Utopian Armiger without penalty.

Certifications for things such as languages and spacecraft may be added in later expansions.

CONTACTS

Contacts are people or organizations that your character has a close relationship with, be it as friends or professional links. The relationship might be purely business, or deeply emotional, and should be defined by the player.

GAINING CONTACTS

characters start the game with two contacts (see **Chapter 2**), and the Director might assign more as part of story developments. If players had a good experience with an NPC or group during a session, they can attempt to make them into a contact by using the "Develop Contacts" intermission action. Most of the time this will simply add a contact, however it might require a roll if the contact is very far outside the character's circles.

TAPPING CONTACTS

Contacts are usually handled through role-playing, but players can also attempt to tap the contact for help. Tapping your contact represents calling in favors or asking for aid, and doesn't guarantee they are available or willing to help. You may tap up to half your contacts (round up) in any session. Tapping a contact Exhausts them. To see if help is available, make a Normal Roll. Failure means the contact cannot be found or cannot help but is still exhausted. Success means the contact provides aid. Generally contacts can do one of the following.

- ▷ Give information or intel on the team's mission that their sponsor might not have.
- ▷ Solve a single problem in one scene (by providing a distraction, revealing secret info, or offereing clandestine transport, for example).
- ▷ If using the wealth system, contacts can be tapped to provide one Significant item to the player for free or let them borrow an Expensive item; they expect it back in one piece.

EXHAUSTED CONTACTS AND HIDDEN COSTS

A contact that is tapped is Exhausted. They cannot be used again until two weeks pass in-game, or the player uses an intermission "Develop Contacts" action to refresh them. This assumes some off camera work is happening to maintain the relationship. A contact taken for granted, or who takes losses to help the team, will expect to be repaid somehow. If the contact gets burned twice without repayment, or are disrespected by the team, they remain Exhausted until the player takes the Develop Contact action on them and takes steps to fix the relationship. Frequently used contacts may also make an ask for a favor from the players, and Directors can use this as a good setup for a unique storyline.

THE TALON AND THE SHEPHERD

“Impressive.”

Lieutenant Boyden Wallis watched the trideo display before him as it bathed the dark room in green light, reflecting the sinister features of the man across the table. Those wizened features smiled at him, giving an almost reverent nod as the figure spoke.

“As you can see, we have already prepared. No expense is spared in our efforts to protect His people.”

The trideo blazed with light, showing a recording of a CEF F6-16 battle frame’s last moments from the perspective of an unfamiliar cockpit. The machine lurched as armor sloughed off in molten heaps, the only visible trace of the light beam which had sliced into its squat torso. The thing staggered three paces as its computer attempted to compensate for the loss of armor and weight—and no doubt injury to its pilot—before toppling.

“You clearly did your homework, sure.” Boyden leaned over the display, resting his hands on the edge of the table as he viewed the footage. His eyes flicked next to his compatriot, Maillaux. The southerner eyed his Northern counterpart with a wary glance as he fidgeted his ring finger with his armored gloves. He always toyed with that prophet-cursed ring when in thought. He needed to let go of the Legion Noire, Boyden thought for a moment, studying the other man in the room to gauge his reaction.

“Preparations from past encounters with Earth, naturally, but your timetables do not seem to align. Not exactly.” Maillaux paused, eyes darting from his superior to the newcomer, whose face remained unreadable in the dark glow of the room. “Your… erm… people. They would have had access to this technology for some time. That’s my read. You’re hiding-”

“What my…” Lieutenant Wallis cut off his subordinate, stopping a possible mistake by the more hard- lined Southerner. “…esteemed colleague is referring to is these weapons. Judging by the damage, that is one high-powered laser, likely using some form of…” He paused, looking at the stranger for a moment. “…ionization?”

“It is complicated. But it is not new technology, you and your man are correct.”

“And I am to understand that such advanced weaponry is common with your forces?” Boyden raised a brow. He knew a bit about the arms trade from his family connections in Shaian Mechanics, and his background in NLAF made him more than adequate to parcel out the wheat from the chaff in terms of weapons. And what he saw here was impressive.

“Indeed. Centuries, in fact.” The figure stepped forward, his plain cassock and hood visible in the dark room. A crooked finger pushed into the display board, and the trideo image shifted. Schematics and cutaways of a weapon system appeared. It was a laser cannon of some kind, but of alien manufacture to both Terra Novans’ eyes. It looked different to anything the Black Talons issued, let alone different from any design the two ‘Novans had seen on Caprice.

“We’ll get to product placement in a minute,” Boyden chuckled, attempting to inject some light humor to hide his surprise. The officer before him—this stranger—smiled politely before his hand flew across the console, bringing up more images of the skirmish they had been watching previously.

“This shot is accurate,” Maillaux spoke up, pointing at the display and the line of molten composite armor that split the Earther frame just before it burst into flames. “This frame was moving at high speed. I’ve seen this before, CEF tactics are fast-moving. The tenets of modern warfare are fire and maneuver. Speed and firepower. Frames have both and aren’t to be taken lightly.” He paused for a moment. “This is a solid hit on the center-mass of a moving target. Highly accurate. Talk of weapons is fine, but let’s talk pilots…”

“Oh.” The older man smiled as the display dimmed and the lights came on, revealing the briefing room with white light. The stranger brushed back salt and pepper hair, chuckling to himself at some unseen jest. “You want to ‘talk pilots.’ If there is some error in my handiwork, I am open to constructive dialogue.”

The two Black Talon agents gave each other nervous glances at the priest’s next words. “You see, the footage you saw was mine.”

ADVENTURES

In **Heavy Gear**, players experience and interact with the world during Adventures. Adventures can be one off scenario all the way to linked adventures that follow the same cast of Characters. Adventures will usually have some sort of overall goal as well as smaller sub goals to help guide the players along. Adventures are overseen by the Director who provides information and adjudicates the game.

STARTING AN ADVENTURE

To begin an adventure, follow the following steps.

- ▷ Collect a group of players and a Director.
- ▷ Play Session 0
- ▷ Develop Story.
- ▷ Play Sessions.

COLLECT A GROUP OF PLAYERS AND A DIRECTOR

To play an adventure, you need a group of fellow players to form a Team as well as someone to be the Director. The Director will not participate as a player but will control opposing Characters and NPCs reveal the story and decide how situations can be resolved.

PLAY SESSION 0

Session 0 is an initial session where the players and Director make various decisions that affect how and what kind of adventure they will play. During Session 0, the following steps occur in order.

- ▷ Create Team – The player group is referred to as a team. Given the nature of the world of Heavy Gear, random groups of people getting access to high tech military hardware is a bit unreasonable. The team serves as a basis by which players and the Director can determine what resources and circumstances are appropriate. To create a team, the players must select a team type and name (see **Chapter 6** for more on teams).
- ▷ Create Characters – Each player now creates their own character, see **Chapter 2** for the character creation process. Character creation options are limited by the team selected to ensure a somewhat reasonable situation is present.
- ▷ Decide Team Leader – Players nominate one player to be the team leader. This does not allow them to order around the other players, but they serve as the team's figurehead during the adventure.
- ▷ Decide Adventure Plot – Each team provides a list of sample adventure hooks that are appropriate for the team selected. The players should select a basic plot or goal for the adventure.

Make sure everyone's one the same page, even if they're from Caprice.

DEVELOP STORY

Based on the adventure, team and characters created by the players, the Director creates or modifies their adventure to suit this dynamic. This offers a chance to incorporate character motivations, connections, and such into the story. Additionally, the adventure should be broken into Milestones. Milestones serve as smaller sub-objectives and goals to help guide the players along and determine if they are advancing the story. **Chapter 6** on teams mentions what types of adventures each type of team should complete to advance.

PLAY SESSIONS

The players now play through several sessions to complete the adventure. Each session has the following structure.

- ▷ The Director summarizes the effects of any previous End of Session activities.
- ▷ SITREP: The team leader summarizes the status of the team such as location, general situation, and any relevant details.
- ▷ Play Game – Players now advance the story in any way while the Director adjudicates. At any time, the players may Request a Navpoint. If they do, the Director should provide the location or guidance towards the next interesting or exciting event that will advance the story. Playing the game should end at an appropriate story breakpoint or time limit. Reserve 15-20 minutes for Intermission Sequence.
- ▷ Intermission - Players can take two actions during this sequence. They can advance any Skills that have enough XP to level up. They also select one Intermission action for their Character to participate in between sessions if appropriate. If the session ended in the middle of a firefight, you would not have time to call Command!

INTERMISSION

Often times players will encounter time where their character is performing things off screen. In **Heavy Gear** this, is an important facet of the game called the Intermission. The intermission usually takes place between sessions but can be delared mid session by the Director. It can be considered downtime when the characters rest, recuperate, train, or just goof off. An intermission lasts 12 in-game hours. Longer intermissions are allowed and every 12 hours the characters may select new actions. It might be a day or two, or a few weeks or months. The important thing is off camera time has passed.

A note on timing: we assume that the Director planned about 10-20 minutes at the end of the game session for these activities. It doesn't have to be done that way, though. Players can start the next session wrapping up last session's intermission or they can even handle the Intermission as an email or text thread in between sessions. This can also be a good way for a Director to keep people interested in the game and even build up excitement before the next game by dropping intel or story developments in an email.

INTERMISSION ACTIONS

Players choose one action from the below section. Sometimes not all of these will be available (you cannot really Develop a Contact in the middle of deep space.) Additionally, players should feel free to discuss additional ideas for how to use their time between games.

- **Rest and Recouperate** – Characters who were incapacitated by damage must take this option. The character spends time in a hospital, getting therapy, relaxing and decompressing from a traumatic situation, or just sleeping. They may count the down time towards any fixes for their existing System Shock and Shell Shock penalties. Additionally, before applying any of that down time, the character can remove -1d6 from a Shell or System Shock penalty of their choice. Characters need to do this at least once every 3 days or else they become exhausted. Any "once per session" abilities are refreshed. Any other restrictions such as XP gain may be refreshed at the Director's discretion.
- **Collect Intel** – The character performs reconnaissance and talks to locals about the current situation. The character is rewarded with a specific hint or suggestion on how to go forward or progress the story.
- **Develop Contacts** – The character develops connections amongst the locals. The Character may add 1 contact from the current location or refresh an existing contact.
- **Maintenance and Repair** – The character helps to repair, maintain and rearm the team's equipment and machines. Restore 1 point of hull integrity and its assocated damage result from the machine for every 3 hours the intermission lasts. If time is available the character can work on multiple vehicles. Maintenance can also be done during this time. The character may attempt to roll an independent skill test with a Dif equal to the total damage results the machine has has left after the 3 hours to remove more. The amount removed is equal to the MOS +1 to a minimum of 1, and a MoF may impose additional penalties or effects. To repair a disabled or destroyed vehicle, this action is used.
- **Tinker and Upgrade** – A character may use their downtime to customize equipment as allowed in the appropriate chapters. The character may use the upgrades and flaws of any equipment in these sections to create equipment or weapons allowed by their team's PL. They must make an appropriate Skill test to do so at a Dif of 3 + the total number of Upgrades added. (so, for a gun with 1 Upgrade and 3 flaws the Dif would be 7). Each MoF adds a new flaw to the design, while MoF 3+ means they make no progress at all.
- **Medical Attention** – The character renders more complete aid to another character. In addition to any aid given from a normal hospital stay or counseling, the character performing this action can select either Shell Shock or System Shock. The character then rolls an independent Medical (for Shell Shock) or Social Sciences (for System Shock) skill test with a Dif equal to 3 + the cumulative System or Shell Shock (depending on which was chosen) the other character has. Do not forget wounded medics will stack their own penalties on top of this. If the roll is successful, then the patient can remove -1d6 of System or Shell Shock (which ever was selected) per MOS. A character can only aid one other character when performing this action.
- **Training** – The character performs a training regimen to solidify their skills. The character can do one of two things: They may gain a new skill at skill level 1 OR they may add 1 XP to any skill on their sheet including one not used this session. This is the only way for GRELs to advance skills.
- **Work an Attribute** – The character can count this session towards gaining a perk or working off a flaw. It takes a total of three sessions to do this, which may or may not be sequential depending on the attribute worked. See the **Chapter 8** for more on how this works.
- **Acquire** – The character can make an appropriate skill roll to confer with command, file the correct paperwork, or bribe a quartermaster and gain special use of equipment one PL higher than normal for the next session only. This skill can also be used to acquire any equipment the character could legally own/use, or illicit goods equal to their team's priority level. The Director can veto something totally inappropriate (as much as you might want to build a Hunter gear in your home garage, it is going to be hard to make that happen.)
- **Get into Trouble** – Some characters are self-destructive or go through dark turns. The character engages in self-destructive or dangerous behavior as part of their downtime. If this is done for two sessions in a row, they will gain a new flaw at level 1, increase an existing Flaw to level 2, or gain a new adversity. Each of these offer more chances for experience gain, but the real reason to do this is for the sake of roleplaying.
- **Special** – Narrative or context dependent action. This can include things like attending a key meeting, perform surveillence, or waiting for something specific to happen.

ADVANCING SKILLS

A character may spend XP they have accumulated in a skill to advance that skill by 1 level after performing their intermission action. The cost is equal to the skill's current level and the spent XP is removed. A character may do this for multiple skills. GREL characters not only need to have enough XP to advance skills but must also choose the Training action, in which case they may spend XP to level up 1 skill in addition to the normal effect.

If a character has XP in a skill they do not have, they may spend 1 XP to add that skill at skill level 1.

MOVING GAMES OR MID-ACTION BREAKS

Some games represent a series of connected events all in the same day or week. Also, a game might have to be ended in the middle of a conflict due to time constraints, or the story could be paused in a time of tense activity with little time for rest. In these cases, Directors should still allow for a skill advancement, but may limit other actions until things calm down.

In these cases, each character gets to add one XP to any skill of their choosing representing some of the extra tricks they have learned from such harrowing times. Alternately, they may reduce any one Shell Shock penalty by -1d6 representing "catching their breath". This is in place of normal Intermission Actions.

Cuirassiers On Patrol

ADVENTURES 04

ORTILLERY

“Coordinates entered” came the cold acknowledgement from Sergent Kim at the targeting console. The multitude of displays in the room offered an array of magnified views and wireframe representations of the unfortunate locale two hundred kilometers below them. “Confirm target?”

Girard gulped, feeling trapped in the restraint webbing of the fire control console. He briefly looked to his screen and glimpsed a view of the target, just enough to read the coordinate data, before nervously shifting his gaze to Sous-Commandant Poulin and the angry muzzle of the weapon pointing back at him.

Until a few minutes earlier, life aboard ortillery platform B/A-21-09–a Camael-class station more

commonly known as “Hewy”—had been dramatically less exciting. Joining the Orbital Defense Corps and being an ortillery gunner had been a dream come true for Girard, something that had fascinated his younger teenage self who was enormously impressed with the power to drop vengeance from the heavens such weaponry represented and the fear it struck in the enemies of the Southern Republic. The reality after several seasons of service as the Republic’s Hammer had involved an endless array of exhausting drills, exercises, and simulations against practically every possible target on Terra Nova, all while stuck in a small metal box with the same handful of people forever falling around the world. Never once had he unleashed the divine retribution available at his fingertips despite the invasion burning its way across the surface below, instead having spent the entire war hiding from CEF orbital patrols.

Then Commandant Nkosi had received an urgent message from Port Oasis. They had expected another snap drill, possibly even another pass near the thirty-degree line. Instead, the Commandant had removed her restraints and kicked herself across the bridge to her ready room without saying a word, the sharply relayed orders the crew had expected never coming. Poulin had watched as she left, appearing befuddled by her superior’s sudden departure.

Several minutes passed, and muffled shouting could be heard through the ready room’s door. Clearly the commanding officer was unhappy. About what, the crew couldn’t guess, but it didn’t appear to involve them. The ortillery officers shifted awkwardly in their seats, not quite knowing what to make of themselves. They had been expecting orders, not this confusion.

More minutes passed, and the bridge crew traded idle chatter until Poulin’s station lit up. Her face, illuminated by the display, immediately hardened, and all conversation ceased. She quickly typed out a sequence of keystrokes and began to unclip her station restraints just as the ready room’s door flew open and the Commandant passed through.

“Sergent Saeed, engage the loading locks immediately. Kim, get me-” Before she could finish her final orders, dozens of razor sharp disks flew across the command deck. Nkosi’s face and neck came apart, contaminating the microgravity environment with uncountable fragments of flesh and aerosolized tissues. In an instant, Poulin had drawn her disk-pistol and slain her commanding officer of over three cycles, efficiently shifting her aim towards the remaining crew as she took up Nkosi’s former seat.

“Belay that order, Saeed. Begin kinetic strike loading procedure immediately,” she said, gently pushing her former superior’s corpse back across the room. “Kim, I have forwarded targeting data to your station, please acquire and I will confirm.” Poulin turned to Girard, and he could feel his insides squirm as she stated flatly “Lieutenant, prepare to do your duty,” and gave a short nod. Never could he have imagined those words would disturb him.

The Sous-Commandant reviewed the imagery and data provided by the Sergent. “Target confirmed” she noted, neatly falling back into the matter-of-fact tone he’d grown used to during his time aboard.

“Please plot us a firing solution, Lieutenant. Prepare to fire on my command.”

Whatever politics were at work between his superiors, Girard’s terror and confusion were momentarily abated by the regression into trained motion, and he felt relieved doing what he believed he was there to do. His fingers danced across the keyboard, adroitly carrying out the given orders, and he was momentarily gleeful for the opportunity to employ the firepower he’d so often marveled at. Travel lines appeared on the displays between the orbital pattern representing their location and the target planetside. Girard realized in horror what their target was, what the next few moments of his life could entail for the future of the South, and quietly marveled at Poulin’s survival of the purge of Molay’s loyalists.

A shudder ran through the room, indicating that loading was complete. “Done, Ma’am. On your order,” he said, barely avoiding a stutter. Girard’s earlier unease returned in force as his shaking hand hovered over the firing console.

“By all means, Lieutenant,” came Poulin’s triumphant reply. Girard slammed his palm down onto the big red button.

TEAMS 05

TEAMS

Even great heroes stand as part of a team. No matter how well trained or experienced a person is, they cannot possibly do all the tasks expected of them alone. Teams are the way players get a sense for what they are collectively working towards as well as being are primary method of advancement. This chapter will detail the key aspects of a team and how to create one.

OVERVIEW

Teams serve as a structure that unifies the players, assists in Character creation, storytelling and provides information on logistics and equipment among other things. Teams have a sheet that is used to record key information and resources.

Name – The team's name, this is selected by the players.

Type – The team type indicates the nature of the team. These types, such as Guerrilla Band, Intelligence Operators, or Scientific Expedition provide guidance as to the nature of the team and what players can expect by being a member. A team's type may change over the course of adventures.

Sponsors – A team's sponsor is what major power the team is based out of. The team does not necessarily work for the sponsor directly, but the sponsor is the one who provides access to equipment, resources, and other necessary items. Not all teams are suited to every sponsor. The sponsor will inform the players as to what equipment they can draw from bases initially. A sponsor also indicates what the recommended national origins are for characters belonging to that team which are discussed in **Chapter 2**. Additionally, team members may only select vehicles from their sponsor's vehicle list. During the course of the story the team may develop relationships with other sponsors and those sponsors can be added to the team sheet.

Logistics – Logistics describes how the team is supplied, how they can acquire equipment and what resources they can access from their Sponsor. While narrative events will inevitably affect the availability and nature of support, the baseline resources the team can expect from its Sponsor are discussed here.

Priority Level (PL) – All teams have a Priority Level which reflects the team's location in the supply chain hierarchy. Higher Priority Levels allow for greater support as well as greater selection of equipment from a given faction. All teams start at the indicated Priority Level (usually 1) with their chosen Sponsor and Level 0 with all other factions. When using facilities or services and drawing equipment Characters may only select equipment up to the team's Priority Level for the faction that owns that facility. It is possible as a story develops for a team to have different Priority Levels for different Sponsors. PL does not limit equipment acquired in ways other than via the Sponsor. If players collect a higher PL item from battlefield salvage or rewards for example, that is okay. When interacting with the Sponsor they will not take away equipment because its PL is too high.

Resources – This section is used to record resources and other items the team has acquired over its adventures. This section usually starts blank.

Contacts – Contacts are any individuals or groups the team has encountered and can potentially use in later adventures. This section usually starts blank.

Teams can have detailed backstories

TYPES OF TEAM

The various team types are listed below along with some extra information. This list is not meant to be exhaustive and creating new team types is encouraged. The extra information is as follows.

Description – A brief description as to the initial nature of the team.

Typical Adventures – Typical adventures is a list of common types of adventures this team will likely participate in. It should be noted that any team can participate in any type of adventure with sufficient narrative justification.

Special Notes – This section notes any unique considerations each team has.

GUERILLA BAND

- Description – A loosely organized group of individuals fighting for a cause such as freedom for a certain geographic area or personal power. These groups usually lack formal military training and are forced to rely on sympathetic individuals and their own resourcefulness as support.
- Sponsors – Leagueless
- Logistics – Guerrilla Bands have no formal supply chain, instead relying on a larger parent organization, sympathizers, and commercial purchases to support their operations. Guerrilla bands typically operate out of hidden bases, safehouses or mobile convoys of transport vehicles. Repair and resupply typically occur at these locations.
- Priority Level (PL) – Guerilla Bands start at PL:1 and can advance their PL by performing actions that advance their cause.
- Typical Adventures – Eliminate Target Location, Assassination, Stop The Leak, Capture Target Person or Location, Spread Influence, Espionage, Behind Enemy Lines, Hijack.
- Special Notes - None

ARENA TEAM

- ▷ Description – Groups of hot shot pilots often get together and form teams in the arena fights of Terra Nova. These groups are usually out for profit and glory in the arena. Groups typically are Sponsored by a company in a major power, which provides them with gear and tech in exchange for showing off their products.
- ▷ Sponsors – North, South, Peace River, NuCoal, Leagueless
- ▷ Logistics – Arena Teams are well funded by their Sponsors and use either garages or mobile convoys for support. The convoys are used to convey the team from location to location and are equipped to service and maintain any equipment as well as house the team members.
- ▷ Priority Level (PL) – Arena Teams start at PL:1 and can advance by achieving greater levels of renown and popularity.
- ▷ Typical Adventures – Spread Influence, Vital Negotiations, Contest of Skill.
- ▷ Special Notes – Arena Teams are not military, so there may be permits required to get certain weapons or pieces of equipment.

SCIENTIFIC EXPEDITION

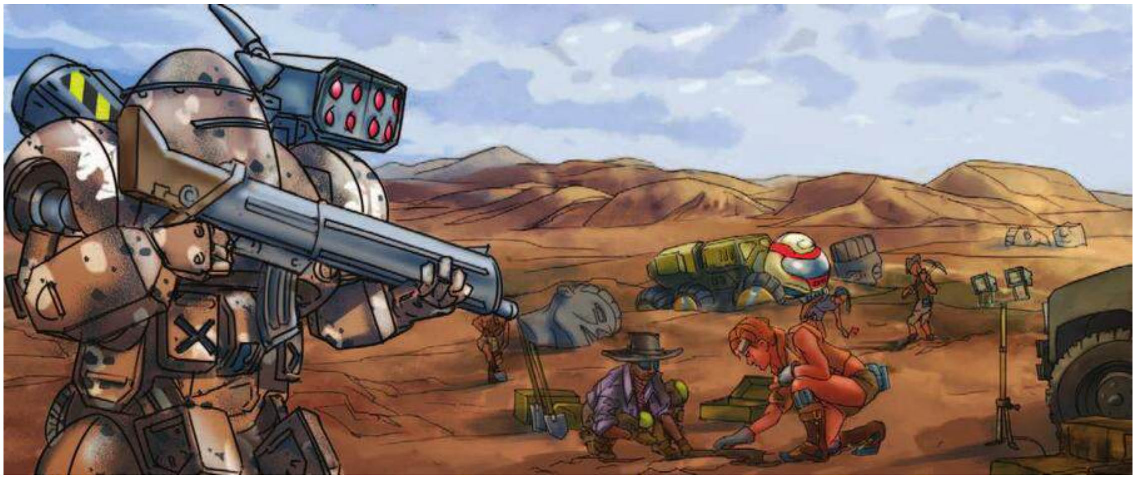
- ▷ Description – The team is an expedition of academics who have set out to discover or explore some aspect of the world. In addition to the academics, the team usually will have military escorts to deal with rovers or unscrupulous individuals.
- ▷ Sponsors – North, South, Peace River, NuCoal
- ▷ Logistics – The team operates out of a lab or basecamp. The basecamp is supported by vehicles to assist in data analysis as well as medical and tech support.
- ▷ Priority Level (PL) – Scientific Expeditions start at PL:1 and can increase their PL by making discoveries or solving mysteries.
- ▷ Typical Adventures – Exploration, Vital Negotiations, Espionage.
- ▷ Special Notes – Scientific Expeditions often include a mix of civilians and military personnel.

DIPLOMATIC MISSION

- ▷ Description – The team has been assigned the mission to perform a diplomatic expedition to another power. That power may or may not be hostile and the team may need to protect a VIP.
- ▷ Sponsors – North, South, Peace River, NuCoal, Black Talon, Leagueless
- ▷ Logistics – Diplomatic Missions either use a local embassy or equivalent location as well as vehicle convoys. Typically, not intended for combat ops, these facilities usually lack support for equipment maintenance.
- ▷ Priority Level (PL) – Diplomatic Missions start at PL:1 and may increase their PL as they are assigned higher profile operations.
- ▷ Typical Adventures – Spread Influence, Vital Negotiations, Espionage, Escort.
- ▷ Special Notes – Diplomatic Missions often include a mix of civilians and military personnel.

MILITARY SQUAD

- ▷ Description – This team is a formal squad or unit within their sponsor's military structure. This can range from a homestead defense unit to a special forces outfit. Military squads can be called upon for a variety of missions and are often the best supported organization.
- ▷ Sponsors – Any
- ▷ Logistics - Resupply and repair can occur at military bases, outposts, patrol convoys and landships and the team can operate out of any of those. Military Squads can purchase personal equipment as well.
- ▷ Priority Level (PL) – Military Squads may start at any PL. The team's PL can be increased by accomplishing objectives and advancing their Sponsor's military concerns.
- ▷ Typical Adventures – Eliminate Target Location, Assassination, Protection Detail, Capture Target (Person or Location), Escort, Behind Enemy Lines.
- ▷ Special Notes – None



An archeological dig with guards

FIXERS

- ▷ Description – Bounty hunters, security contractors or otherwise professionals are often grouped together as Fixers. These teams are used for anything needed by their Sponsors.
- ▷ Sponsors – Any
- ▷ Logistics – Fixers usually have a small supply and support convoy as well as a base of operations which can all handle equipment and medical needs. Fixers can negotiate for access to Sponsor facilities as part of their contract with them.
- ▷ Priority Level (PL) – Fixers start at PL:1 and improve it by completing adventures and contracts for their Sponsors.
- ▷ Typical Adventures – Any
- ▷ Special Notes – Fixers can change Sponsors between adventures.

INTELLIGENCE OPERATORS

- ▷ Description – Intelligence Operators use their Skills to protect their Sponsor by covertly attacking their foes. To do this they can perform assassinations, sabotage, and other questionable activities.
- ▷ Sponsors – North, South, Peace River, NuCoal, Black Talon, Invaders
- ▷ Logistics – Intelligence Operators often work from forward bases and hideouts. These are often just enough to support their operations but are often not equipped for repair and maintenance of advanced combat vehicles.
- ▷ Priority Level (PL) – Intelligence Operators start at PL:2 and can increase it by accomplishing missions, capturing enemy spies and other intelligence activities.
- ▷ Typical Adventures – Assassination, Stop The Leak, Capture Target Person or Location, Spread Influence, Espionage, Eliminate Rival Organization
- ▷ Special Notes – This team can include deniable assets working on behalf of a government.

SECRET POLICE

- ▷ Description – The team is a member of a classified organization responsible for rooting out subversion, treason, spies, and other threats to their Sponsor, ideally before anyone is aware of them. They have no limits and can do anything to anyone to accomplish their missions.
- ▷ Sponsors – North, South, Peace River, NuCoal, Invaders
- ▷ Logistics – Secret Police enjoy the full support of their Sponsors assets be it military or civilian. They can get whatever they want from anyone at any time.
- ▷ Priority Level (PL) – Secret Police start at up to PL:4 and can improve it by defeating threats and routing out traitors and enemy agents.
- ▷ Typical Adventures – Protection Detail, Stop The Leak, Vital Negotiations Espionage, Eliminate Rival Organization, Escort
- ▷ Special Notes – Secret police tend to be fanatically loyal, not all of them are military.

PARTISANS

- ▷ Description – Partisans are groups of soldiers and civilians who are combatting occupation by another power. They seek to reclaim their lands and kick out the invaders at any cost, and will use any methods to accomplish this.
- ▷ Sponsors – North, South, Peace River, NuCoal, Leagueless
- ▷ Logistics – Partisans often must move from place to place via convoys of support vehicles. These vehicles can provide full support for the teams needs. The team can setup hideouts and basecamps as well, but these will almost never be able to fully support their operations for an extended period.
- ▷ Priority Level (PL) – Partisans start at PL:1 and may improve this by striking against the occupiers or rallying further support.
- ▷ Typical Adventures – Eliminate Target Location, Assassination, Stop The Leak, Capture Target Person or Location, Espoinage, Escort, Behind Enemy Lines, Hijack
- ▷ Special Notes – These teams include a mix of civilians and military personnel.

SECRET SOCIETY

- Description – The Secret Society is a group devoted to some goal. This goal is often to the detriment of others which forces the society to work in the shadows towards their goals.
- Sponsors – Leagueless, South, Invaders
- Logistics – The Secret Society has a hidden base of operations that can support them in any way needed. Safehouses can also be used but are not equipped for more than cursory support.
- Priority Level (PL) – Secret Societies start at PL:1 and can advance this by expanding their organization, achieving goals, and dealing with rivals.
- Typical Adventures – Eliminate Target Location, Assassination, Spread Influence, Exploration, Turf War, Eliminate Rival Organization
- Special Notes – The Secret Society should have a central goal and needs to maintain secrecy at any cost.

SYNDICATE

- Description – The Syndicate is a group of criminals, underworld enforcers and other outcasts out for their own profit and power. Branded as criminals by other powers, they must constantly stay one step ahead of authorities.
- Sponsors – Leagueless, North, South
- Logistics – Syndicates have a hideout where they can perform basic tasks. For advanced medical and technical support, the Syndicate usually must rely on outside specialists who are either compensated or coerced for their support.
- Priority Level (PL) – Sydicates start at PL:1 and can advance this by expanding their organization, gaining notoriety within the underground.
- Typical Adventures – Assassination, Protection Detail, Stop The Leak, Spread Influence, Vital Negotiations, Contest of Skill, Turf war, Eliminate Rival Organization
- Special Notes – Membership in a syndicate is for life.

NOMADS

- Description – The team is a group of travelers, wanderers, or people otherwise unaffiliated with a geographic location. These groups often must scavenge and scrounge whatever they can to survive.
- Sponsors – Leagueless
- Logistics – Nomads are reliant on what they can carry, ramshackle and heavily repaired transports provide living space, medical care, and maintenance areas. At settlements, Nomads must often barter and trade for supplies.
- Priority Level (PL) – Nomads start at PL:1 and may improve this by gaining a reputation or proving the worth of their services.
- Typical Adventures – Any
- Special Notes – None

SURVIVORS

- Description – The team is a collection of survivors from a destroyed military unit, location, or civilian settlement. Forced to fend for themselves far from support they must rely on their wits and skills to make it out alive.
- Sponsors – Any
- Logistics – Survivors have no initial access to any logistical support and must scrounge for everything. When they return to their respective Sponsor, they may receive further support.
- Priority Level (PL) – Survivors may start at any PL as determined by the Director.
- Typical Adventures – Eliminate Target Location, Assassination, Protection Detail, Capture Target Person or Location, Espionage, Eliminate Rival Organization, Escort, Behind Enemy Lines, Hijack
- Special Notes – Survivors that have rejoined their Sponsor may later be formed into a unit that falls under the Military Squad team type.

SPONSORS

Each team must select a single faction Sponsor at the beginning of the adventure. This represents the faction that initially supports the team. The team starts with a priority level of 1 with the sponsor's faction and 0 with all other factions unless otherwise stated. When at a facility where supplies or vehicles are available, the team may select from the faction list of the faction that owns the facility as well as any personal equipment and vehicles from Universal and Civilian lists. If that facility is owned by the team sponsor then any equipmet allowed by the characters' national origin may be selected as well. Some factions will allow the team to use Salvaged or Export rules, see **Chapter 13** on vehicles for more information. For the Universal and Civilian vehicle lists the team's PL is equal to the PL of the faction they are drawing the vehicle from. In addition, the team gets any additional effects as listed below but only if they chose that faction as their original sponsor. These effects only apply when using a sponsor facility.

NORTH

When selecting vehicles, the Apex trait may be added to any snub cannon (this increases the TV of the vehicle by 2). In addition, any rocket pack (RP) or IRP may be exchanged for a HMG with no change in TV. This does not take or change any Slots on the vehicle and the HMG uses the same slot as the RP. Characters on a team sponsored by the North are typically from the Western Frontier Protectorate, Northern Lights Confederacy, United Merchantile Federation, or are Badlanders.

SOUTH

All South vehicles that do not include Amphibious Sealing may add it. This does not increase its TV or take any Slots. Decrease the PL of all South MP gears by 1. Characters on a team sponsored by the South are typically from the Southern Republic, Mekong Dominion, Eastern Suns Emirates, the Humanist Alliance, or are Badlanders.

PEACE RIVER

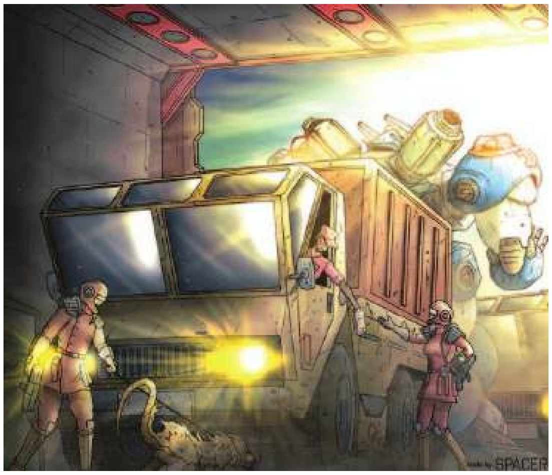
Characters in this team can select North and South vehicles using the Export rules. Any Warrior IV may be upgraded to a Warrior Elite. This increases its TV and PL by 1 but adds an Early Warning System, Field Surival Gear, Medical Lab Kit, +2 torso slots, and increases its EW to +1. This does not take any slots. Characters may also count frag cannons as having the torso location in adition to manip. Characters on a team sponsored by the Peace River are typically from Peace River, or are Badlanders.

NUCOAL

Characters in this team can select North and South vehicles using the Export rules. Characters may select Wildcat, Copperhead, Boa, Hetairoi, Titan, Bacchus, Goliath, Ghost, TAAF-54 and GREL Hoverbike vehicles without using the Export rules. This includes all their variants as well. When customizing vehicles, Characters may place rocket packs, inferno rocket packs, and anti-personnel rockets on manip slots. The RP, IRP or APR gains the manip location, loses the Limited Ammo trait, and increases its Aux stat by 1. Characters on a team sponsored by the NuCoal are typically from the Port Arthur, the Humanist Alliance, or are Badlanders.

BLACK TALON

Characters in this team may select vehicles from the Black Talon, Universal and Civilian vehicle lists. In addition, Characters may select Black Winds from the Peace River List. Characters may also take any gear or strider available to their their National Origin. If they do, the gear or strider must be ugraded with to Dark Series Specs unless a Dark version is already available in the vehicle list. The vehicle gains a Stealth Kit and Airborne Deployment Rig, its PL and TV are increased by 2. Black Talon Characters can be from anywhere except Earth, Caprice, Utopia or Eden.



LEAGUELESS

Characters in this team may only select vehicles from North, South, Peace River, or NuCoal with a PL equal to or less than their Leagueless PL regardless of national origin, and must always use the Salvaged option, normal restrictions for Salvaged apply. Vehicles can also be chosen from the Universal and Civilian vehicle lists and any vehicle with the Widespread trait may be taken without this restriction. The team may select from North, South, Peace River or NuCoal at team creation to instead use the Export rules instead of Salvaged. Vehicles selected from this faction are instead required to be Export versions, not Salvaged. In both the Salvaged and Export cases the PL limit is increased to PL 8 instead of PL 6. Leagueless Characters can be from any National Origin.

INVADERS

Characters in this team may select vehicles from the based on their National Origin. Vehicles from the Universal list may be taken so long as it notes it can be taken by invaders. For example, a Caprice Character can only choose from the Caprice Vehicle List or the Universal if it notes that it is availalbe to invaders. Note that most Universal vehicles are not available to invaders. CEF Characters may select Peregrine Gunships from the Caprice vehicle list. Invaders can only be from Earth, Caprice, Utopia or Eden.

Example: A team was sponsored by NuCoal and has a Priority Level of 6 with NuCoal. When accessing NuCoal facilities and selecting vehicles via priority level, they can take any NuCoal, Universal, or Civilian vehicles with a PL 6 or less and apply any upgrades to those vehicles so long as the final priority level is 6 or less. They can also select any North or South vehicle using Export rules as well as any vehicles allowed by their national origin. They can also access Wildcats (North), Copperhead, Boa, Hetairoi (South) and GREL Hoverbikes (CEF) without using Export rules and assuming PL requirements are met. Any other team that accesses NuCoal facilities cannot access anything listed in the previous statement.

If the team also has a North priority level of 3 then, when visiting North facilities they can access North, Universal and Civilian vehicles of priority level 3 or less. Their NuCoal priority level is irrelevant here since it is not a NuCoal facility and the ability to take Export North vehicles up to priority level 6 (from above) cannot be used either. Also, since the North was not their initial sponsor, they cannot use the North Sponsor option to swap a Rocket Pack for a Heavy Machine Gun.

Example: A team was Sponsored by Leagueless and currently has a PL of 8 with that faction. At any Leagueless outposts (such as bazaars, oasis towers etc) where they can source vehicles using PL, the team can select any North, South, Peace River or NuCoal vehicles up to PL 8 but must apply the Salvaged rule to them. Normall PL 7 and 8 vehicles could not be selected due to restrictions within th eSalvage rule but the Leagueless Sponsor rules override this. When the team was formed, they could have selected one of those four factions. If they did, instead of applying the Salvaged rule they could instead apply the Export rule and ignore the Rare and PL restriction that rule includes.

Example: A team is Sponsored by the Invaders, has a priority level with them of 4 and includes a CEF, Caprice and Eden Character. All the Characters may select vehicles with a PL of 4 or less when accessing Invader facilities. The CEF Character may only select from the CEF vehicle list as well as the Peregrine from the Caprice vehicle list, the Caprice Character from the Caprice vehicle list and the Eden Character from the Eden vehicle list, assuming the PL requirements are met.

The Khayr ad-Din Army

SUITABLE ADVENTURES

Below is a list of adventures that are suitable for various teams as well as milestones that can help guide the players on what to do next. This is by far from an exhaustive list but should provide some guidance and ideas for custom adventures.

ASSASSINATION

- ▷ Recon – Gain intelligence on the target through espionage or scouting.
- ▷ The Method – Decide how to remove the target (violence, trickery, character assassination, etc.).
- ▷ Infiltration. – Get close to the target, plant traps, influence their security, and set up the kill.
- ▷ Execute the Plan – Make the hit.
- ▷ Exfiltration – Get out.

BEHIND ENEMY LINES

- ▷ Rally – Collect and salvage what equipment and gear you can.
- ▷ Flight – Enemy forces are closing in, evade and escape their clutches.
- ▷ Last Stand – Hostile forces are all around, time to stand and fight.
- ▷ Extraction – Escape the area of operations and tie up loose ends.

CAPTURE TARGET PERSON OR LOCATION

- ▷ Planning the Attack – Identify what security the target has and what vulnerabilities.
- ▷ Gather the Team – Get the equipment, find the specialists, and set up the job.
- ▷ Make the Grab – Enact the plan and capture your target.
- ▷ Get Clear of Danger – Escape with the target, or successfully hold out until reinforcements arrive.

CONTEST OF SKILL

- ▷ A New Rival Approaches – Players/allies are threatened by a group more powerful than them.
- ▷ Getting Stronger – Gather new resources, gain skill, or devise a trick to defeat the threat.
- ▷ The Battle – Face down the rival in a high stake's situation.

ELIMINATE RIVAL ORGANIZATION

- ▷ Turbulence – Survive an attempt to ruin your mission or sabotage your team.
- ▷ Detective work – Identify the antagonist and learn how their operation works.
- ▷ Building Bridges – Gain the trust of a powerful ally by working for them or removing threats to them.
- ▷ Direct Confrontation – Launch an attack on the rival, expose their secrets, or turn the tables on them.

ELIMINATE TARGET LOCATION

- ▷ Recon the Target. – Gain intelligence on the target through espionage or scouting.
- ▷ Prepare a Plan of Attack. – Gather equipment and plan the best way to remove or avoid threats.
- ▷ Destroy the Target – Successfully destroy the target.
- ▷ Extraction – Escape the area of operations and tie up loose ends.

ESCORT

- ▷ Gather the Team – Get the equipment, find the specialists, and set up the job.
- ▷ The Journey – Triumph over challenges and threats on route.
- ▷ Hold Your Ground – Defend against a major attempt to capture/destroy the protected asset.
- ▷ Extraction – Escape the area of operations and tie up loose ends.

ESPIONAGE

- ▷ Recon the Target – Gain intelligence on the target through espionage or scouting.
- ▷ Cat and Mouse – The enemy becomes aware of the players, but they escape a counterattack.
- ▷ Get the Data – Steal an asset, corrupt a contact, or sabotage an enemy project.
- ▷ The True Danger – The enemy is forced into a "use or lose" situation and the players must stop them.

EXPLORATION

- ▷ Gather the Team – Get the equipment, find the specialists, and set up the expedition.
- ▷ The Journey – Triumph over challenges and threats on route.
- ▷ New Frontiers – Reveal hidden secrets of a mysterious area or uncover an unexpected threat.

HIJACK

- ▷ Prepare a Plan of Attack. – Gather equipment and plan the best way to remove or avoid threats.
- ▷ Make the Grab – Steal an enemy asset and defeat or outwit its guards.
- ▷ Get Out – Get the asset to safety, eluding, outwitting, or defeating pursuers.

PROTECTION DETAIL

- Learning the Ropes – Players learn the vulnerabilities or quirks of their protected asset.
- Team Building Exercise – Form bonds and rivalries, learn to function as a team.
- First Test – Prevent a simple attack.
- Watching the Walls – Stop a subtle threat (scouts or a local traitor) that hints at a coming large attack.
- Hold Your Ground – Defend against a major attempt to capture/destroy the protected asset.

SPREAD INFLUENCE

- Establish a Base – Successfully make a protected or hidden base of operations.
- Meet the Locals – Find contacts sympathetic to your cause.
- Remove the Obstacles – Players tangle with a third party and remove them.
- Cat and Mouse – The enemy becomes aware of the players, but they escape a counterattack.
- Show of Force – Newly minted allies work with the players to solidify their control of the new region.

STOP THE LEAK

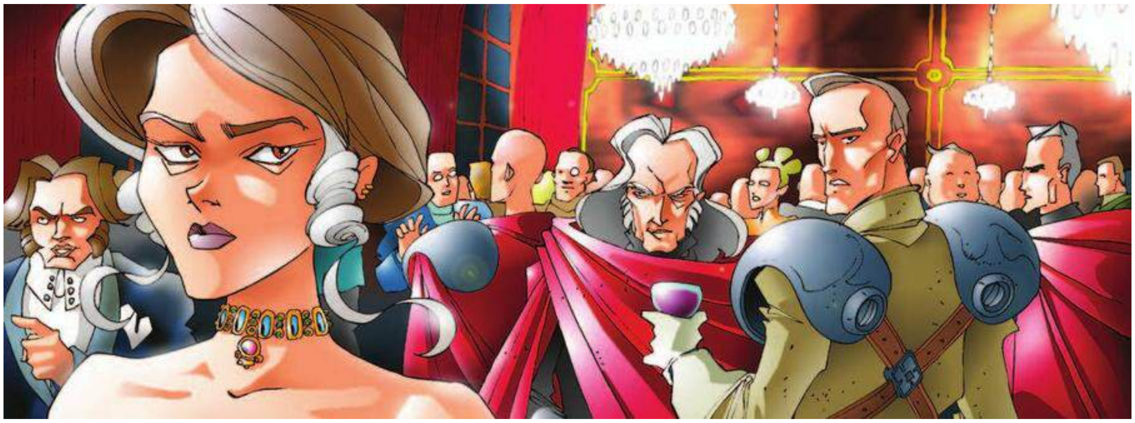
- Plugging Holes – Successfully find the vulnerability the antagonist is exploiting.
- Detective work – Identify the antagonist and dismantle their operation.
- The Chase – Prevent the mastermind from escaping or covering their tracks.

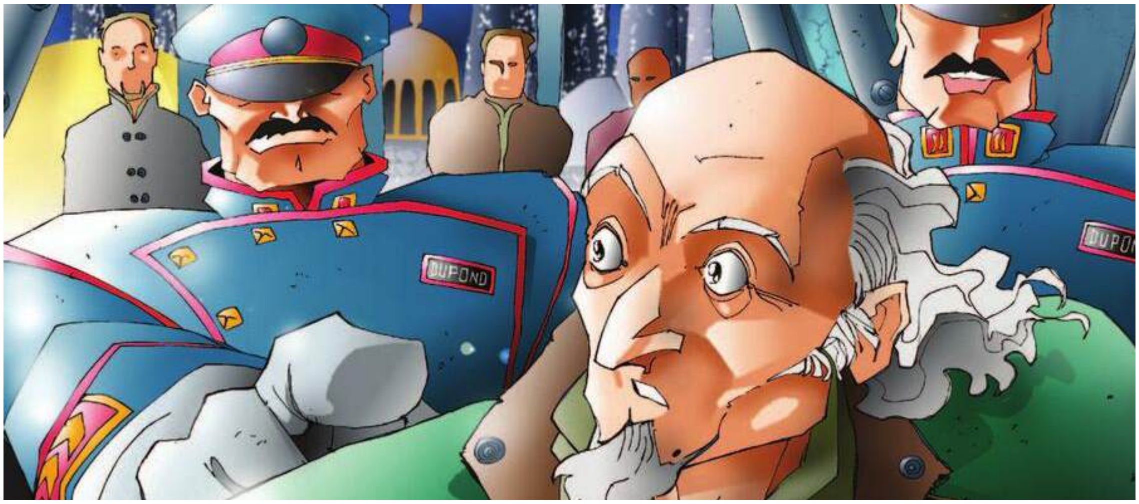
TURF WAR

- A New Rival Approaches – Players/allies are defeated by a new threat more powerful than them.
- Forming a Strategy – Develop a technique, defenses, or new allies to hold your ground.
- Take the Fight to Them – Launch a counterattack to defeat the threat to your territory.

VITAL NEGOTIATIONS

- State of Play – Become aware of all the forces trying to help or hinder negotiations.
- Small Fish – Defeat or defuse threat to the project.
- Building Bridges – Gain the trust of a powerful ally by working for them or removing threats to them.
- The Day Of – Prevent a violent attempt to upend the successful negotiations or signing ceremony .





05 TEAMS

A DRAGON TENDING HIS GARDEN

The stream in the meditation garden was quiet and contemplative, but Taipan Arron Logan heard his security coming before they ever spoke to him. They came dragging a prisoner and dumped her about five meters behind him. He let them wait a moment until her haggard breathing stabilized before turning around on his meditation pillow.

She was battered, her MDC worker's uniform covered in blood. Likely not all her own, he thought. The prisoner was Miza. One of his oldest, loyalest, and most effective operatives. He was only surprised that they had taken her alive.

"Leave us," he told his security. They knew better than to protest. When he guessed her breathing had stabilized enough to answer, he spoke.

"I am disappointed in you, Miza. Working with my rivals to attack MDC property is unacceptable."

She lifted her head but wasn't able to rise. *No, she is pretending not to be able to rise*, he thought. When she started to speak, he cut her off.

"No, sit up properly and speak to me. Carry yourself with some respect." She looked at him with hate in her eyes and blood in her teeth. But slowly, painfully, adopted a kneel to match his. *Good, there is something worth preserving here after all.*

"You betrayed us first, Speaker," she said, still using his title despite her derisive tone. Yes, there was definitely something to save here. "You sent tens of thousands to their deaths at Loyang, even though you knew the city could never hold out. Now you are starving Yung An's defense."

"Do you think I don't find it distasteful?" Logan questioned, meeting provocation in kind. "Yung An is being given just enough to hold out. It is both necessary and profitable." *And the source of a 12% increase in MDC production from the weakened competition.*

She almost lunged at him; a movement hinted in her eyes but not her stance. Her silence was a response enough. *Let's see if I can bring you back around, Miza.*

He stood and walked the short distance to his tea hutch, laser carved seamlessly and elegantly into the rock of the garden wall. He withdrew heirloom cups nine centuries old and began to make tea.

"Let's consider what would have happened if I had ordered a retreat from Loyang. Lives may have been spared, and the city may have remained intact, but without time to relocate most of MDC's assets would have been lost. That was never an acceptable proposition. Yung An, on the other hand, is dominated by Territorial Arms and Mekong Rail. Both Republican-owned companies. It's best if their wings are clipped somewhat." He turned back to her, his concealed pistol drawn. Miza hadn't made a sound in rising, but she had already covered half the distance to him. The armed spy camera watching would have put her down if she had gone much further, but his pistol was a more apparent threat. She stopped. He smiled.

"Miza, I'm going to make you tea. Then you are going to be set free."

"What?" Miza said. Clearly, she was ready for death. I wonder if she even heard me.

"Set you free. Then you are going to go back to your campaign against our own company and give me updates on your progress." He brought her a cup, pistol still in his other hand, and gave it to her. Her bruised hands shook as she took it.

"I saved the Dominion, Miza, by selling out the other corporations, all of whom lost while I gained. The war has stagnated, as I thought it would, but time is always against the invaders. With enough slow attrition the CEF will teeter. When they do, I will be in the position to push them out, and I will end the war. After that we will NOT be returning to Republican control. Yet, I have to acknowledge you have a point in one regard. Some of the MDC's lower staff have been profiteering off the attrition operations without my consent. That won't do."

He made his own tea and sat back, giving her long enough to consider the options. After a moment she sat as well, drinking her tea. *There we are, back with me*. He would direct her back to targeted attacks against his own corporation, this time with his target list. MDC could do with some weeding. Let her think she is removing the corruption. If the CEF faltered soon, she would be a useful agent. If his allies began to suspect him, he could have her killed and give up her record, an instant alibi. And if the situation changed, he would change her direction again, her and all of his servants.

Taipan Arron Logan did not intend to go back to how things were. He would ride the dragon. When the AST returned, it would be the Dominion – and him – at its head.

ARCHETYPES 06

ARCHETYPES

When building a character, a player must select an archetype. A character may only select 1 archetype and the archetype cannot be changed later. Archetypes are packages of somewhat customizable rules that add an additional layer of character customization and flavor.

ARCHETYPE DESCRIPTIONS

ARCHETYPE EQUIPMENT

This is equipment the archetype needs to do their job. Carrying this equipment does not count against burden limitations.

RECOMMENDED VEHICLES

This section details any recommendations for vehicles the archetype should look to use. There is no obligation to use them, but they will mesh best with the archetype.

KEY SKILLS

Listed here are the recommended skills and/or skill domains the archetype should look to use for best results. The character selects a single skill from one of the listed domains to become familiar with.

RANK

Archetypes advance based on the character's rank. Ranks go from 1 to 6 and all characters start at rank 1. Advancing in rank can occur two ways, the first is via priority level. All characters in a team have a minimum rank equal to the half the team's priority level with their sponsor rounded up. Each Archetype also indicates how to advance in rank outside of priority level. Ranks are listed using the letter and a number like R-2.

The table of rank also includes a summary of any effects or resources the archetype gets.

As a note, rank here is used as a mechanic, not a literal rank. Duelists, for example, are commonly officers in universe. Officer is used here to denote archetypes that typically support or lead a team. Functionally any archetype can be an officer, this section simply states the default assumption.

SPECIAL RULES

Any special rules the Archetype gets are listed here as well as the full rules for any effects. Unless otherwise stated, all effects work while the character is on foot or in a vehicle.

CARETAKER

The Caretaker's task is ensuring the team, and their equipment, are in peak condition. A Caretaker can specialize in tending to physical injury as a Medic or the psychology and morale of their team as a Guide (Northern Chaplains or Southern Political Officers also fall under this heading). Caretakers can also choose to focus on the team's hardware as a Mechanic.

Archetype Equipment: Rig or Kit to match skill set.

Recommended Vehicles: Any vehicle with a Repair Array, Medical Lab Kit or any support vehicle.

Key Skills: Medicine, Social Sciences, Electronics or Mechanics.

Rank: A Caretaker can rank up based on how well they assist their teammates.

Rank	Effects
R-1	May select 1 Caretaker Specialization
R-2	May select 1 Caretaker Specialization
R-3	May select 1 Caretaker Specialization
R-4	May select 1 Caretaker Specialization
R-5	May select 1 Caretaker Specialization
R-6	May select 1 Caretaker Specialization

SPECIAL RULES

CARETAKER SPECIALIZATIONS

Caretakers may select 1 Caretaker Specialization at each level. Specializations are organized into 3 categories, Medic, Mechanic, and Guide. The Caretaker may select any Specialization from any category so long as you are high enough rank. The Caretaker may select a Specialization from a lower rank if desired. The Caretaker may only select the E-6 Specialization of the category they have the most Specializations in.

Example: Octavia has reached E-6. She has 3 Medic Specializations, 1 Mechanic Specializations and 1 Guide Specialization. If she selects an E-6 Rank Specialization, it must be the Medic one. If Octavia had had 2 Medic and 2 Mechanic, neither has most so she could not take either the E-6 Medic or Mechanic Specializations.

R-1

Medic - When the Medic performs the Medical Attention intermission action, it heals 50% more (rounded up) dice of System Shock damage. In addition, they can remove damage results that require a specialist facility during this action. The Medic can Patch System Shock damage results as a Basic action.

Mechanic - When the Mechanic performs the Maintenance and Repair intermission action, it repairs 50% more (rounded up) dice of damage. In addition, they can remove damage results that require a specialist facility during this action. The Mechanic can Patch Hull Integrity damage results as a Basic action.

Guide - When the Guide performs the Medical Attention intermission action, it heals 50% more (rounded up) dice of Shell Shock damage. In addition, they can remove damage results that require a specialist facility during this action. The Guide can Patch Shell Shock damage results as a Basic action.

R-2

Medic - As a Full Round action, the Medic may select 1 friendly actor within 15m (6in) to guide in performing their next attack and select a target actor. The target must be visible to both the Medic and chosen friendly actor. The friendly actor can change 1 point of any damage result into a System Shock damage to the target.

Mechanic - As a Full Round action, the Mechanic may select 1 friendly actor within 15m (6in) to guide in performing their next attack and select a target vehicle. The target must be visible to both the Mechanic and chosen friendly actor. The friendly actor can change 1 point of any damage result into a Hull Integrity damage to the target.

Guide - As a Full Round action, the Guide may select 1 friendly actor within 15m (6in) to guide in performing their next attack and select a target actor. The target must be visible to both the Guide and chosen friendly actor. The friendly actor can change 1 point of any damage result into a Shell Shock damage to the target.

R-3

Medic - The Medic may aid 2 characters with System Shock and do so simultaneously when performing a Medical Attention intermission action. Roll a single skill test and apply the result to both.

Mechanic - The Mechanic may work on 2 vehicles simultaneously when making a Maintenance and Repair intermission action. Roll a single skill test and apply the result to both.

Guide - The Guide may aid 2 characters with Shell Shock simultaneously when performing a Medical Attention action intermission action. Roll a single skill test and apply the result to both.

Etoile Katopodis

Yelan Researcher

R-4

Medic - Once per session, when patching an injury, the Medic can automatically pass the Test with MoS:2.

Mechanic - Once per session, when patching a vehicle or piece of equipment, the Mechanic can automatically pass the Test with MoS:2.

Guide - Once per session, when patching another character to heal Shell Shock damage, the Guide can automatically pass the Test with MoS:2.

R-5

Medic - As an action, the Medic can brace a character for future trauma so long as they can physically touch the character. That character reduces the next System Shock damage result they take by 1. This ability may be used once per scene.

Mechanic - As an action, the Mechanic can brace a vehicle or piece of equipment for future damage so long as they can physically touch it. That vehicle or equipment reduces the next damage result they take by 1. This ability may be used once per scene.

Guide - As an action, the Guide can brace a character for future mental trauma so long as they can talk to the character. That character reduces the next Shell Shock damage result they take by 1. This ability may be used once per scene.

R-6

Medic - The Medic's Medical Attention intermission action can affect the whole team when removing System Shock. Attempts to increase the amount of System Shock removed are rolled per team member.

Mechanic - The Mechanic's Maintenance and Repair intermission action can affect all the team's vehicles. Attempts to increase the amount of damage removed are rolled per vehicle or piece of equipment.

Guide - The Guide's Medical Attention intermission action can affect the whole team when removing Shell Shock. Attempts to increase the amount of Shell Shock removed are rolled per team member.

Natsumi Bailey

COMMANDER

The Commander is a leader or supporter. Commanders issue orders that buff and support the people around them.

Author's Note: The commander is not mechanically required to be the party leader. Multiple commanders can be on the team and being a commander does not enable players to order others around. There are many historical examples where group leaders defer to others for combat encounters.

Archetype Equipment: Command dataglove and/or Satellite Uplink.

Recommended Vehicles: Anything with a Comms Suite, Satellite Uplink or ECCM Suite.

Key Skills: Influence and Tactics skills.

Rank: Commanders rank up for accomplishing missions in a satisfactory way and for taking care of those who serve alongside them.

Rank	Orders	CP	Effects
R-1	2	1	Counts PL as 1 higher when selecting and customizing vehicles that have a Comms Suite or Satellite Uplink.
R-2	3	2	The Commander can affect up to 3 recipients with an order without increasing Dif.
R-3	4	3	Attempts to Jam the Commander suffer TP:1.
R-4	5	4	The Commander treats Influence and Tactics as a single domain when issuing orders for purposes of domain bonuses.
R-5	6	5	Drop Dif of all orders by 1.
R-6	7	6	The Commander may issue orders during another actor's activation.

SPECIAL RULES

ORDERS

Commanders have a certain number of command points (CP) determined by their rank and those can be used to issue orders. A Commander can only know a number of orders equal to the amount listed for their rank on the above table. The available orders are listed below. A Commander may, as an intermission action, swap out any number of known orders for new ones from the list.

When an encounter begins, the Commander starts with a total number of CP equal to the number listed on the above table. At the start of a Commander's activation, after the first, they gain 1 CP and keep any unspent points. Orders can be used during non-combat scenes, in which case the Commander starts with their CP listed in the table. Every minute they gain 1 CP during a scene.

Darius Makvee

Issuing an order can be done at any time during the Commander's activation, and counts as an action for the purposes of declaring reactions but for no other purposes. Issuing an order costs 1 command point, may be done during the Commander's activation and the effects last until the start of the Commander's next activation, at which point all effects are lost. Some orders have effects that the recipients may use when they choose; these are lost as well. Orders affect a single actor in formation by default, but can affect more (see below). An actor is considered in formation if they can hear the Commander (direct comms link or simple voice) or are within 30m (6in) of the Commander and can see the Commander. A Commander is always in formation with themselves and can issue themselves orders.

To issue the order, the Commander must spend 1 command point per desired recipient and succeed a Influence or Tactics skill test to inspire/direct the recipient(s), even if they are affecting themselves. If there are multiple recipients, only a single roll is made. The most applicable skill domains are Tactics and Influence. The skill test is an independent roll with a Dif set by the order. The Dif increases by 1 if there are more than 2 recipients. The order can be jammed by hackers, ECM suites or other electronic warfare packages. If Jammed, this turns the order into an opposed roll with the hacker. If the hacker wins (MoS:0+) the order does not take effect. If the commander wins, the order takes effect. This does not change the skill the Commander uses to issue the order.

ORDERS

All Together (Dif:8)

The Commander has the recipients act together to a single goal.

Select a target; all recipients, as a reaction to the order, may immediately make a single attack against the target without spending an action point.

Bolster (Dif:4+)

With a soft word and some encouragement the Commander aids a friend who is having some mental troubles.

The Commander picks a target suffering from Shell Shock damage results (Fear, Anger, Rattled, etc., or others at Director discretion). The Dif is equal to the 4 + the dice penalty. Remove half the penalty (rounded up).

Charge (Dif:5)

Over the top and into the foe.

The recipients ignore the penalty for the All Out posture when making melee attacks.

Concentrate Your Fire (Dif:6)

A single target is designated for destruction.

Select a target (this can be anything or anyone), all recipients gain 1 reliable dice on attacks against that target.

Defenses Up (Dif:4)

Expecting trouble, the Commander instructs for defensive electronic warfare measures to occur.

The recipient may immediately perform ECM Protection as a free action.

Double Time (Dif:*)

The Commander pushes the recipients to complete a task faster than projected.

The recipient(s) must be a friendly who is performing a long task such as a repair or building skill test (they must all be engaged with the same task. The Dif is equal to the Dif of the task the recipient(s) are performing. Success reduces the amount of time needed for the task by 5% per MoS.

Fix Bayonets (Dif:7)

While the prospect of fighting in hand to hand combat is not relished by many, the Commander prepares the recipients to go in.

The recipient may make a free melee attack after a ranged attack this activation.

Let Them Have It (Dif:6)

The call goes out to do as much damage as possible.

+1d6 to ranged attacks by recipient.

Motivate (Dif:8)

A brief motivational monologue exhorts the recipents to do their best.

Recipient(s) gains 1 reliable dice for the next action they take this scene.

Pop Smoke (Dif:4)

The recipients are instructed to blast smoke to protect themselves or their allies.

The recipient may make an attack as an immediate free action using smoke launchers, smoke grenades, or any other equipment with the Smoke trait.

Pour It On (Dif:5)

Each recipient is encouraged to pour as much lead down range as possible.

All of the recipients ranged weapons with the Burst:X trait increase X by 1.

Push Them Harder (Dif:4+)

Using tough love and an adversarial stance, the Commander get the recipients to push their limits.

Choose a target and a skill. The difficulty is the target's skill + 4. On a success, the target faces a challenge to the next time they use this skill. This challenge will entitle them to XP. This may only be used once per character per session.

Take Aim (Dif:7)

The Commander prepares the recipients for new contacts.

Recipients may immediately perform an Aiming action as a free action if they are Braced or Dug-In.

Take Cover (Dif:4)

The Commander instructs the recipients on how to best use the local terrain.

Double the effect of cover for the recipient(s).

Try Again (Dif:6)

Failure happens, the Commander convinces the recipent to try again.

The recipients gain a single reroll for any skill check.

Suppressing Fire (Dif:5)

A target is marked to suppress, degrading their capability.

Select a visible target, any attack made by a recipient against that target imposes a -1d6 penalty to all actions the target takes until the Commander's next activation instead of doing damage on a MoS:0+ attack. The effect is cumulative if multiple attacks are made.

Watch Those Corners (Dif:6)

The Commander puts their allies on alert.

Recipients gain +1 action point, but may only use it on reaction. The point disappears at the start of the Commander's next activation.

Thad Inskepp Commander Janus

DUELIST

The Duelist is a type of combatant that specializes in melee combat especially while piloting gears. Duelists can combo moves in melee by generating and spending Momentum to devastate their opponents.

Archetype Equipment: Southern duelists traditionally carry a rapier. Other factions may have a certain melee weapon traditional for dueling or dueling pistol.

Recommended Vehicles: Vehicles with Brawler or more than just a simple LVB melee weapon.

Key Skills: Melee skills

Rank: Duelists rank up by defeating significant opponents and performing showy and often impressive feats of piloting and skill.

Rank	Momentum Per Attack	Effects
R-1	2	Select 1 Special Move, this Special Move may be performed any number of times during an activation. The Duelist may change the selected move each time they rank up or as an intermission action.
R-2	3	Attempts to prevent the Duelist from leaving an enemy's melee range automatically fail.
R-3	4	The Duelist may increase the cost of Special Moves to reduce the penalty imposed for taking multiple actions in a single activation at a rate of 1 Momentum per 1d6 of penalty. This may be done multiple times and on multiple Special Moves during the same Activation.
R-4	5	The Duelist may spend 1 Momentum during their Activation to allow 1 friendly actor to reroll any single skill test. The reroll expires at the end of the scene if it is not used.
R-5	6	The Duelist can make a single melee attack as a free action during their Activation.
R-6	7	When resisting melee attacks, instead of simply resisting, the Duelist may declare it a Riposte with one of their melee weapons. If the Duelist wins the roll, inflict damage as if it was an attack using the Duelist's MoS. The original aggressor still wins ties.

SPECIAL RULES

MOMENTUM

Duelists start each scene with 1 Momentum. They gain 1 Momentum at the start of their activation and each time one of their Melee Attacks or Special Moves hits. The Director may award Momentum any time the Duelist performs impressive feats of skill and control with an audience present. Whenever a Duelist makes a melee attack, the Duelist may perform a Special Move instead. The decision to use a Special Move and which one is used occurs when the attack is made, not when it is declared. The Special Moves are listed below, and the Duelist must spend the indicated number of Momentum to perform it. During a Duelist's activation, reduce this cost by 1 (to minimum of 1) for each other Special Move that has already hit the same target during the Duelist's activation. Each Special Move may be made once per activation unless otherwise stated. A Duelist may never spend more Momentum on a single attack than indicated by their rank. Special Moves are always melee attacks and do damage normally, but may have other effects. Duelists may only make Special Moves if they are on foot or in a gear.

Duelists do not need to select Special Moves in advance, however each Special Move may have requirements the Duelist must meet to use the move.

The Duelist's abilites only work while in a gear or strider with hands. If an ability specifies gear it can also be taken to mean a strider with hands.

SPECIAL MOVES

Bump In (1 Momentum)

The Duelist makes a quick jerk while moving to create an opening at the cost of hitting power.

The attacker and defender suffer -1d6 to their rolls.

Fast Punch (1 Momentum)

A flurry of quick, unaimed blows catches the opponent off guard.

The attacker suffers a TP:1 while the defender suffers -1d6 to their roll.

Finisher (1 Momentum)

A simple coup-de-grace ends a disabled foe.

The attacker must target a disabled enemy. If successful, the target is killed.

Knee Kick (1 Momentum)

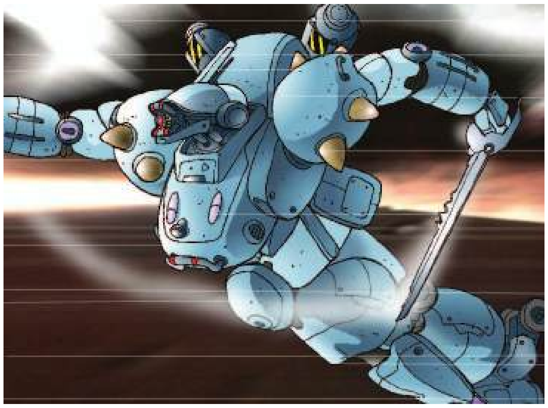
A hard knee to the foe's lower regions is never a bad move.

Damage results for this attack must affect the target's legs.

Silent Strike (1 Momentum)

A quick strike to disable but not kill a foe.

The attacker must be on foot and suffers -1d6 to their roll. If successful, the attack does no damage, and the target is knocked unconscious for 2 minutes.



Sweep (1 Momentum)

The Duelist uses a long weapon to sweep their opponent off their feet.

The attacker and defender gain +1d6 to their roll, and the attacker must have a weapon with at least 2m (1in) melee range. If successful, the attack does no damage, and the defender is prone.

Swing (1 Momentum)

Swing is a simple punch or attack.

Swing may be done multiple times per Activation.

Bob and Weave (2 Momentum)

A series of fake outs and quick moves sees the Duelist reposition themselves, but is easy to defend against.

The attacker suffers -1d6 while the defender gains TB:2. If successful, the attack does no damage, and the attacker may move 2m (1in). They do not have to roll to leave melee ranges during this move.

Crush Punch (2 Momentum)

A telegraphed, heavy punch.

The attacker gains +1d6 and the defender gains TB:1 on their rolls. The attack treats the damage of the weapon as 1 better. This can only be used with fists.

Feint (2 Momentum)

Misleading motions by the Duelist allow for an easier hit.

The attacker gains TB:1 and the defender suffers TP:1 on their rolls.

High Stab (2 Momentum)

The melee attack targets the more vulnerable upper regions of the body, avoiding some armor.

Increase the AP:X trait of the weapon used by 1, or it gains AP:1 if it does not already have AP:X already.

Low Tackle (2 Momentum)

The Duelist uses their whole body to tackle their opponent to the ground.

The attacker suffers TP:1. If the attack is successful, the target is Prone. Resolve any damage using Ramming rules.

Engine Strike (2 Momentum)

The Duelist targets the engine of an enemy vehicle.

The attacker suffers -2d6, and the defender gains +1d6 on their rolls. The attack must target a vehicle. Any damage results must affect the vehicle's engine or power systems.

Slam (2 Momentum)

A running start pushes an opponent back.

The defender gains 1 reliable dice on their roll. The attacker must have moved at least 6m (3in) before making this attack and it must be the first attack made after the move. If successful, the target is pushed 2m (1in) directly away from the attacker and damage is resolved using the Ramming rules.

Slash (2 Momentum)

A brutal swing with a melee weapon.

Increase the damage of this attack by 1.

Strike (2 Momentum)

The Duelist uses advanced techniques to make their attacks more reliable

The attacker gains +1d6 to their roll.

Vibro Chop (2 Momentum)

Vibro-blades are well known for immense damage and a short chop increases the effect.

The attacker gains +1d6 to their roll. This attack can only be used if the melee weapon being used is a vibro weapon. Increase the damage of the attack by 1.

Emili Royal

Minerva Bonnie

Harland Tarkus

Vibro Stab (2 Momentum)

Vibro weapons use harmonics to slice through armor, and a trained fighter can assist this effect.

The attacker gains +1d6 to their roll. This attack can only be used if the melee weapon being used is a vibro weapon. Increase the AP:X trait of the attack by 1.

Zoom Punch (2 Momentum)

A quick attack that is too fast for the opponent to effectively dodge.

Fists only. The attacker gains 1 reliable dice and the Defender gains 1 unreliable dice on their rolls.

Piercing Ram (3 Momentum)

An advanced slam that jars even the hardest of targets.

The attacker gains +1d6 and the defender suffers -1d6. The attacker must have moved at least 6m (3in) before making this attack and it must be the first attack made after the move. If successful, resolve damage using the Ramming rules but treat it as having the AP:2 trait and ignore any effects that reduce damage on the target.

Power Punch (3 Momentum)

A hard punch that staggers the opponent.

Fists only. The attacker suffers -1d6 and the defender gains TB:1. This attack must target an actor of the same actor type as the attacker. If successful the target is pushed directly back 2m (1in) in any direction the attacker chooses, is prone and takes 1 damage per MoS.

Skid and Crash (3 Momentum)

The attacker moves at speed and takes down both themselves and the defender.

The defender suffers -1d6 to their roll. The attacker must have moved at least 6m (3in) before making this attack and it must be the first attack made after the move. If successful, both the attacker and defender are prone, resolve damage using Ramming rules.

Throw (3 Momentum)

The attacker throws the target.

The attacker suffers TP:2 and the defender gains +1d6 to their rolls. The attacker must have an open hand or Manip slot in a gear to use this move and must target an actor of the same actor type. If successful, the defender is thrown 4in (2m) in a direction of the attacker's choice. The defender is then prone and takes 1 damage per MoS.

Weapon Whack (3 Momentum)

The Duelist bashes a weapon system aside, making it difficult to use.

The defender gains +1d6 to their roll. The attacker must have an open hand, or Manip slot in a gear, to use this move. If successful, the attacker selects 1 of the defender's weapons. That weapon suffers -2d6 to attack rolls until the start of the end of the defender's next activation.

Weapon Lock (4 Momentum)

The Duelist uses a move to control one of their opponent's weapons.

The attacker suffers TP:2 and the defender gains +1d6 on their rolls. The attacker must have an open hand, or Manip slot, in a gear to use this move. It may target actors with different actor types than the attacker. Select one of the target's weapons, it cannot be used until the Duelist's next activation. This attack does no damage.

Jump and Smash (4 Momentum)

The attacker jumps up and takes a swing at the target.

The attacker suffers -1d6 and the defender gains +1d6 to their rolls. If successful, the target is prone.

Ram and Run (4 Momentum)

The attacker rams the target at an angle allowing a quick escape.

The attacker gains 1 unreliable dice and the defender gains 1 reliable dice on their roll. The attacker must have moved at least 6m (3in) before making this attack and it must be the first attack made after the move. If successful, he attacker may move 6m (3in) after the attack.

Rapid Slash (4 Momentum)

A quick reversal turns one attack into two.

The attacker suffers TP:2 and the defender suffers -1d6 on their rolls. If successful, double the damage dealt by the attack.

Vibro Kill (4 Momentum)

The final move for Vibro weapons that finishes off a target.

The attacker gains +1d6 to their attack. This attack can only be used if the melee weapon being used is a vibro weapon. If this attack kills or disables a target, gain 1 Momentum.

FIXER

The Fixer is a simple to play archetype fitting those characters that do not fall neatly into a battlefield role, and is suited to characters who intend to talk their way through situations. They may not excel at any one thing, but mitigate a lot of risks.

Archetype Equipment: The Fixer may select up to 2 total burden of items to count as archetype equipment.

Recommended Vehicles: Any vehicle is suitable, note that this is not a direct combat archetype.

Key Skills: Any.

Rank: They rank up for any actions that advance the story or help the team's mission succeed.

Rank	Luck	Effects
R-1	1	The Fixer may use the R-1 Lucky bonus
R-2	2	The Fixer may use the R-2 Lucky bonus
R-3	3	The Fixer may use the R-3 Lucky bonus
R-4	4	The Fixer may use the R-4 Lucky bonus
R-5	5	The Fixer may use the R-5 Lucky bonus
R-6	6	The Fixer may use the R-6 Lucky bonus

SPECIAL RULES

LUCKY

R-1

At the start of each session, the Fixer gains a pool of dice they can add to any skill test. This is determiend before rolling. Any dice added to a roll are lost. They may add all dice at once, or one at a time. Either way, unspent dice are lost and the pool refills each session.

R-2

The Fixer may choose to mark one XP on a skill each session whether they used the skill or not. This takes the place of the usual XP they would be allowed to gain for that skill.

R-3

Once per mission, when selecting a vehicle or a piece of equipment needed for that task, the character can select a piece that is one priority level higher than normal. At Director discretion, this can be used to get PL 1 equipment from a faction the character has priority level 0 with.

R-4

The Fixer gains an additional intermission action that can be used for one of the following actions: Collect Intel, Develop Contacts, Acquire, Get into Trouble, or Special. This action can only take effect if the Director determines there is enough time for the action to take place.

R-5

Once per session, when a non-attack skill test fails by MoF no greater than 2, the Fixer can take a -1d6 Shell Shock damage result to have the roll count as an MoS: 0 instead. This action counts as a reroll for the purposes of rerolls.

R-6

Once per session, the Fixer can add a specific fact to the results of one roll. They could use this to specify an interesting detail about an attack, protect themselves from a specific consequence, or turn the tables unexpectedly by having information that can be used to blackmail an antagonist in their gear's databanks. This could be used for something as simple as saying the Fixer has a piece of gear they forgot to bring, to something more complex like "even though I failed to talk my way out of getting arrested, my scenario was sympathetic enough that one of the police will contact my friends". The fact has to fit the story and the Director is allowed veto over absurd or destructive requests, but otherwise it is the Fixer's choice.

Todd Webb

Media Exec

Mr. Lemon Tea

GRUNT

The Grunt is a highly flexible type of character that tends to excel in combat or combat related activities. Ranged Grunts focus on guns while Melee focuses on melee weapons. Endurance is all about durability and physical capability, while the Brute is best described as a berserker.

Archetype Equipment: A single weapon and suit of armor.

Recommended Vehicles: The Grunt is combat focused and needs to decide between ranged or melee combat.

Key Skills: Gunnery or Melee.

Rank: Grunts rank up for performing significant acts of individual bravery, endurance, or skill.

Rank	Effects
R-1	May select 1 Grunt Specialization
R-2	May select 1 Grunt Specialization
R-3	May select 1 Grunt Specialization
R-4	May select 1 Grunt Specialization
R-5	May select 1 Grunt Specialization
R-6	May select 1 Grunt Specialization

SPECIAL RULES

GRUNT SPECIALIZATIONS

Grunts may select 1 Grunt Specialization at each level. Specializations are organized into 4 categories, Ranged, Melee, Endurance and Brute. The Grunt may select any Specialization from any category so long as you are high enough rank. The Grunt may select a Specialization from a lower rank if desired. The Grunt may only select the E-6 Specialization of the category they have the most Specializations in.

Example: Octavia has hit E-6. She has 3 Melee Specializations, 1 Ranged Specializations and 1 Brute Specialization. If she selects an E-6 Rank Specialization, it must be the Melee one. If Octavia instead had 2 Melee and 2 Ranged, neither has the most selections so she could not take either the E-6 Melee or Ranged Specializations.

R-1

Ranged – The Grunt treats all Ammo stats as 1 higher.

Melee – The Grunt gains +1 damage on all melee weapons.

Endurance – The Grunt may carry 2 additional burden points.

Brute – Once per session, the Grunt may go on a Rampage. The Rampage lasts 1 minute or until the end of the scene. When on a Rampage, the Brute increases all their Melee skills by 1 (there is no maximum) and reduces all their rolls to resist attacks by -1d6.

R-2

Ranged – Reload and Clear a Jam are Free actions for the Grunt.

Melee – The Grunt may make a single melee attack against an inanimate object as a free action.

Endurance – Double all Deterioration times for damage results you sustain.

Brute - Melee attacks made by the Grunt get +1d6 when attacking targets in the back.

R-3

Ranged – The Grunt may add or subtract 30m (3in) from a weapon's maximum or optimum ranges when attacking with a ranged weapon.

Melee – Increase melee range by 2m (1in) for all the Grunt's melee weapons.

Endurance – Halve, rounding up, all Shell Shock damage results for the Grunt.

Brute – Once per session, the Grunt may ignore a single damage result for a scene. At the end of the scene, the damage penalty is increased in severity by 1.

R-4

Ranged – Once per session, the Grunt may use a Gunnery skill in place of a Mechanics skill.

Melee – Once per session, the Grunt may use a Melee skill in place of a Mechanics skill.

Endurance – Reduce the burden of all weapons the Grunt is carrying by 1 (to a minimum of .05)

Brute – The Grunt may ignore any TPs due to improvised weapons.

R-5

Ranged – The Grunt ignores the first direct ranged attack made each round for purposes of determining penalties for multiple actions.

Melee – The Grunt ignores the first melee attack made each round for purposes of determining penalties for multiple actions.

Endurance - Once per session, the Grunt may ignore a damage penalty for a scene.

Brute – The Brute may make 1 melee attack as a free action. The melee weapon used is broken after the attack.

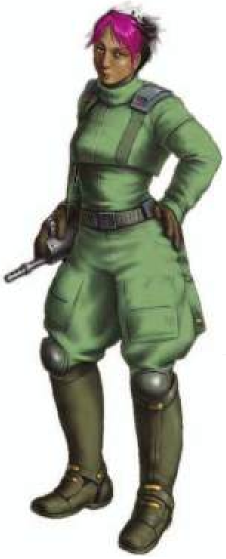
R-6

Ranged – Direct ranged attacks made by the Grunt target may target 1 additional target within 30m (6in) of the original target at no penalty. Make a single attack roll for both.

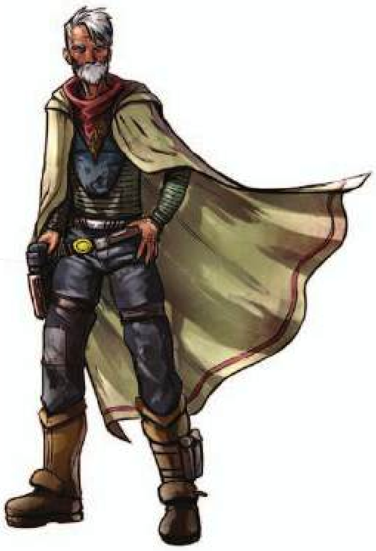
Melee – Melee attacks made by the Grunt target may target up to two targets in melee range. Make a single attack roll for both.

Endurance – When taking a damage result to System Shock or hull integrity, the Grunt may reduce the damage result's severity by 1 (to a minimum of 1). Then the Grunt must select a 1d6 damage result and apply that to themselves.

Brute – Once per session, if you would die, you may instead take a Level 1 Physical flaw or increase the level of a Physical flaw (assigned by the Director) or reduce 1 Physical perk by 1 level (chosen by the Grunt) and not die. This does not work if your vehicle is disabled.



Alia Muna-Habib



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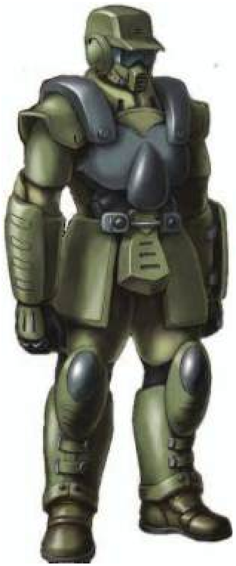
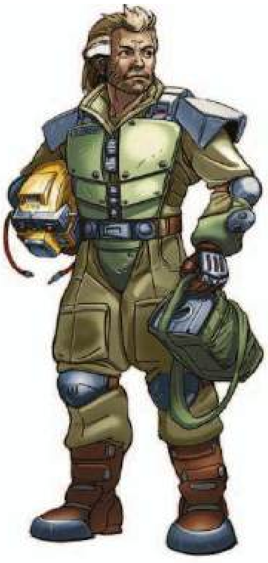


SR Infantry



Slade Vanson

PILOT

The Pilot takes vehicles and makes them better. Pilots must select a class of vehicle to specialize in and they will augment that vehicle type whenever they are piloting one.

Archetype Equipment: Pilot Suit.

Recommended Vehicles: The pilot can support any type of platform of their chosen specialization.

Key Skills: Gunnery, Melee or Piloting

Rank: Pilots rank up for performing significant acts of skill or valor.

Rank	Effects
R-1	The Pilot gains the R-1 bonus
R-2	The Pilot gains the R-2 bonus
R-3	The Pilot gains the R-3 bonus
R-4	The Pilot gains the R-4 bonus
R-5	The Pilot gains the R-5 bonus
R-6	The Pilot gains the R-6 bonus

SPECIAL RULES

PILOT BONUSES

R-1

The Pilot must select an actor type from the following list; Gear, Strider, Vehicle, Aircraft or Drone. This is their specialization. Pilot archetype effects only apply when the Pilot is using that type of vehicle unless otherwise stated. The Pilot can perform a Patch action once per scene on the vehicle they are piloting. This Patch only ever patches 1d6 worth of penalty of the Pilot's choice and is a free action.

R-2

The first Reload or Ram actions during the Pilot's activation is a free action.

Juniper Lynagh

R-3

The Pilot may select either of two effects whenever their vehicle recieves maintenance, only one is active at a time. Increase the maximum and optimal range of all ranged weapons by 10m (1in) of the vehicle the pilot is piloting for every full 120m (12in) of maximum range, or increase the MR of the vehicle the Pilot is piloting by 1. Increase this by an additional 1 for every full 8 of MR.

R-4

The pilot can use Focus as a free action and does not spend an action point to do so.

R-5

Once per Activation when attacking a target the Pilot can make an additional attack against the same target as a free action.

R-6

The Pilot may select either of the two following effects. The Pilot gains 1 action point while piloting their chosen vehicle type, or the Pilot can select 1 additional actor type for their vehicle specialization. All Pilot rank effects apply when using either of the selected actor types.

Kira Summi

Lex Armitage

SCOUT

The Scout can serve either as the team's pathfinder/tracker, asymmetrical warfare specialist or as a deadly sniper. Pathfinders range ahead of the team, tracking targets or spotting for artillery, Guerrillas focus on infiltration and sneak attacks, while the Sniper is an angel of death with their rifle.

Archetype Equipment: Stealth Suit or Scout Rig.

Recommended Vehicles: Pathfinders want fast vehicles with some communications and stealth hardware. Snipers do well in slower, longer range direct fire platforms.

Key Skills: Awareness, Gunnery. Survival

Rank: Scouts rank up via achieving mission objectives or removing high value targets.

Rank	Effects
R-1	May select 1 Scout Specialization, Decrease the burden of non-heavy 2 handed weapons by 1. This is not cumulative if taken multiple times.
R-2	May select 1 Scout Specialization
R-3	May select 1 Scout Specialization
R-4	May select 1 Scout Specialization
R-5	May select 1 Scout Specialization
R-6	May select 1 Scout Specialization

SPECIAL RULES

SCOUT SPECIALIZATIONS

Scouts may select 1 Scout Specialization at each level. Specializations are organized into 3 categories, Pathfinder, Guerrilla and Sniper. The Scout may select any Specialization from any category so long as you are high enough rank. The Scout may select a Specialization from a lower rank if desired. The Scout may only select the E-6 Specialization of the category they have the most Specializations in.

> *Example: Octavia has hit E-6. She has 2 Pathfinder Specializations and 3 Sniper Specializations. If she were to select an E-6 Rank Specialization, it must be the Sniper one. If Octavia instead had 2 Pathfinder and 2 Sniper, neither has the most so she could not take either the E-6 Pathfinder or Sniper Specializations.*

R-1

Pathfinder – The Scout counts the team's PL 1 higher than normal when selecting and customizing vehicles with Comms Suites or Target Designators, and Rigs and Suits that are Recon related.

Sniper – The Scout has +1 PL for selecting any: Vehicles with ranged weapons that have the Precise trait, and ranged weapons with scopes or optics (including vehicle weapons).

Guerrilla – The Scout may perform a Sneak Attack. Sneak Attacks are normal attacks that can only be made if the Scout is hidden from the target and the target is unaware the Scout is present. These attacks gain TB:1 and the target is aware of the Scout's presence after the attack. Unless the attack was suppressed, the target is also aware of the Scout's location.

R-2

Pathfinder – The Scout gains a TB:1 when making checks to spot, track, follow, or hunt targets.

Sniper – Double the effect of the Aiming action for the Scout's attacks when using ranged weapons with Precise or Optics.

Guerrilla – The Scout gains +1d6 to skill tests to avoid being seen and when concealing things.

Maria Cassidy

Mackenzie Sophie

Mackenzie Leo Leonan

R-3

Pathfinder – The Scout gains +1d6 and favored to skill tests to spot hidden objects and people.

Sniper – If the Scout did not move for 2 consecutive activations, they can from view and require a skill test to locate until the next time they move or make an attack that is not suppressed or silent. The Scout cannot do this if they are not in Partial or Full Cover.

Guerrilla – If another character searching for the Scout loses line of sight while the Scout is on foot and is in a crowd, any attempts to relocate the Scout suffer a -2d6 penalty and TP:1. In addition, the Scout can automatically pass (with MoS:1) skill tests to ask for aid or assistance from local civilians if the civilians are friendly. The aid is limited to hiding the Scout, their team, vehicles, receiving repairs, medical attention or supplies.

R-4

Pathfinder – The Scout may move at full speed across Difficult Terrain.

Sniper – The Scout may impose a TP:1 to their attack to target the head or center of mass and increase their weapon's damage by 1 when using ranged weapons with Optics or the Precise trait. Any damage dealt by the attack is to the target's head or center of mass.

Guerrilla – The Scout gains +1d6 to rolls made for physical acts to break into a location while on foot. Examples include picking a lock, opening a window, or cutting a fence.

R-5

Pathfinder - Forward Observation is a free action during the Scout's activation.

Sniper – Once per activation, the Scout may use Focus without spending an action Point when using ranged weapons with Optics or the Precise trait.

Guerrilla - The Scout may Break Off as an action by performing an Independent skill test (Survival or Tactics) With Dif 3. Increase the Dif by 1 for each NPC that can see them. If successful, they may immediately make a move up to their MR, fade into the background and are hidden until spotted.

R-6

Pathfinder – The Scout may select one visible target (actor, Building, Ground etc) per round to Call Out. Indirect Attacks against the Called Out target do not suffer the usual -1d6 penalty for Indirect Attacks. If the Called Out target is caught in an AoE but is not the primary target, the -1d6 penalty for that is ignored.

Sniper – When the Scout makes a ranged attack during their activation that attack kills or disables the target, the Scout may immediately take another shot as a free action using the same weapon (ignore the restriction of only using each weapon once per Activation). This free action may trigger additional free action shots. The Scout must use ranged weapons with Optics or the Precise trait when making these attacks.

Guerrilla – The Scout can pick locks, plant explosives, perform actions related to the Guerrilla E-4 bonus, or perform Sneak Attacks without alerting nearby characters or the target so long as the action is quiet.

Resistance forces raid a Caprician outpost

TECHIE

The Techie archetype will usually mend and enhance equipment and vehicles. Techies can gamble Enhancement Dice to allow machines to go further than expected.

Archetype Equipment: Skill set appropriate Rig or Kit.

Recommended Vehicles: The Techie is best used in a vehicle with supply storage or a repair array.

Key Skills: Mechanics or Electronics.

Rank: Techies rank up as they perform great feats of engineering and technical prowess.

Rank	Enhancement Dice	Effects
R-1	2	May select 1 Techie Specialization.
R-2	3	Reduce repair time of equipment by half if Equipment is under the Techie Specialization.
R-3	4	Treat the Threshold Number of a roll as 1 better for the purposes of returning Enhancement Dice to the pool.
R-4	5	If three or more of the Enhancement Dice equal or exceed the Threshold Number for the roll, improve the MoS/MOF by 1.
R-5	6	1 failed Enhancement Die per roll can be returned to the Enhancement Dice Pool.
R-6	7	If all Enhancement Dice used on a roll equal or exceed the Threshold Number for the roll, improve the MoS/MOF by 1 per Enhancement Die. If this Effect is used, do not apply the E-4 Effect to the roll.

SPECIAL RULES

TECHIE SPECIALIZATION

Techie characters must select 1 of 5 specializations at E-1, and each one has an associated type of machinery and equipment. The available specializations and their associated equipment are listed. Whenever a Techie character advances in rank, they may elect to exchange the effect of their new rank with selecting an additional specialization.

Hacker – Small scale computer hardware, software and systems such as personal computers, corporate security systems, vehicle electronics, local computer networks, and the associated software.

Signal Ops – Large scale systems that require sending and receiving signals such as city power grids, radar, communications arrays, etc.

Mechanic – Vehicles (not the weapon systems or electronics).

Gunsmith – Personal and Vehicle Weapons.

Armorsmith – Personal armor and protective systems.

ENHANCEMENT DICE

Techies have access to a pool of dice that they can use to push equipment to the limit. The pool of dice available is called the Enhancement Dice Pool, and at the start of each session the number of dice in the pool are set to the number of Enhancement Dice granted at the character's rank.

A Techie may enhance any piece of equipment, machinery, or computer hardware/software covered under their Specialization by spending 1 or more of their Enhancement Dice as a Full Round action. These dice are added to the next roll the Enhanced object is used for as bonus dice. The Enhancement Dice are lost and cannot be used again (they will return next session), however each Enhancement Dice that meets exceeds the Threshold Number of the roll are added back to the pool.

If 3 or more of the Enhancement Dice fail to meet the Threshold Number, the MoS/MOF is worsened by 1 and the equipment is damaged; it cannot be used until it is repaired. It will require 1 hour of repairs per Enhancement Dice used when it broke to return to full functionality.

Deceum

06 ARCHETYPES

The body sleeps, its final duty done
Beyond the world, our Gentle Spirit waits
Return to where the seed of life was sown
And join all others that have yet to be.

For we who still endure this sinful world
The path before us stretches clear ahead
To preserve peace through every worldy woe
So those passed on rest free from any harm

-traditional Sorrento Revisionist prayer for the dead,
Khodaverdia

THE SAINT OF SORRENTO

The field hospital on the outskirts of Sorrento bustled, but this ward was eerily quiet. It was where the expectant were sent. ‘Expectant’ being the term for ‘expected to die.’

The Sergeant Major of the 67th Heavy Gear Regiment sat beside the hospital bed with his head in his hands. He dared not look up. Another glance at the wounded pilot from his command group might send him over the edge. Instead, his mind wandered back to his training days, when an officer had said “Even the best have limits.” He felt like he was relearning that lesson every day now. Sorrento had become a meat grinder. Northern pilots went in, but only meat came out. His commanding officer had even made that observation, right before an Earther frame had taken his gear’s head—and thus his head along with it—clean off with a well-placed particle blast. The next CO came in shortly after and lasted half as long.

The Sergeant Major was vaguely aware of a presence over him, casting a shadow from the dim overhead lights. “This one needs blood, right?” The female voice had a hard edge to it that immediately got under Scott’s skin. He was so sick of hearing hospital staff speak that way, and didn’t bother looking up all the way, his gaze ending at her neck. He saw a thick duster and mostly piecemeal light armor, hardly any issued gear. He supposed she must be from a reserve unit.

“That’s right,” he sighed out, running a hand through his hair.

A series of detonations from outside shook the dust from the ceiling. The woman wasn’t even startled as she continued to work, sorting through supplies before hooking something up to Scott’s friend.

“Who are you with, Sergeant Major?” Scott’s ears perked up. She could at least recognize rank. “Sixty- Seventh,” he responded, not bothering to say the fluffier parts of his unit‘s name.

“Morale is low. I know.” She sighed as she worked, hearing Scott’s tired voice for herself.

When he finally looked up again, he saw an IV plugged into her arm, transferring her own blood into the wounded trooper. Scott frowned as he studied her for a moment. She had clearly feminine features and auburn hair that was currently a mess. Her tan face was smeared with dirt and the blue scar tattoo across her eyes was striking. Hazel brown eyes flicked over to look at him. “How are you holding up?”

“I’ve had worse days,” he lied. Something about her presence was familiar. He knew her, but he couldn’t quite place her face. She extended her hand. He glanced at it a moment then took it, feeling her firm handshake.

“Adrianna Xing,” she spoke quietly. Recognition dawned on him all at once. The religious leader, though she hardly looked it. With the body armor and duster, she looked more like a Sandrider.

“I’ve heard of you” was all he could manage. Mixed things, mostly. Apostate to some, saint to others. Any woman giving her own blood had to be a saint more than a religious apostate, he thought. She offered her hand, and he took it, giving a firm shake as his strength returned.

“I’m sure.” She gave a wan smile, squeezing his hand as if in reassurance. “What does your unit need, Sergeant Major...?”

“Scott. Edward Scott.” He released her hand, and found himself smiling for the first time in months, “We need fresh bodies. We’re down to thirty percent strength. I need actuators... fuel. Ammunition.”

“I have fuel, 20-millimeter Paxton Plus, and Northco ‘40.” This woman, he decided, was a saint. “And old cawfee, if you’re up to a pot.” He gave a nod, his smile growing. A veteran of both the Interpolar War and the New Invasion, as some called it... and she made him feel like a fresh recruit.

“You’re a saint,” he finally voiced aloud, but realized others were gathering, recognizing her... whispering. The wounded man began to stir, and she put a steadying hand on him.

“I’m only a follower of the Prophet, nothing more.” Her smile was genuine. She was a true believer. There were more whispers from the gathering soldiers. The Saint of Sorrento, one called out.

The name stuck.

SKILLS

Skills are a character's learned talents and abilities, their areas of knowledge, and the training that they use to tackle challenges they face. There is no set list of skills in Heavy Gear. While some are suggested here, they are by no means the only ones available, and you can find more to utilize from previous Heavy Gear books. Skills can be nearly anything, from a character's ability to hit a GREL at 800 meters with an autocannon, to their extensive array of dance moves, business acumen from running a courier outfit for several years, training in First Aid, ability to diagnose and fix a gear engine, familiarity with MILICIA bureaucracy or underworld gangs, or their encyclopedic knowledge of (and fandom connection to) the Rapid City Jaguars arena team.

When you create a skill, you will choose a **domain**. A domain is the larger category that skill falls under. It is possible, acceptable, and encouraged to use skills in creative contexts. Someone utilizing their Athletics domain Creative Dance skills to dodge a club being swung at them is a perfect use of that skill if they lack a weapon to block or counterattack with, but do not expect it to allow you to overcome a GREL in an arm-wrestling contest just because it is an Athletics domain ability. Sometimes a skill can be expressed in different domains if they are accomplished by different means. A character proficient in a choreographed (but less physically intensive) dance art for the purposes of entertaining an audience may consider the Showmanship domain skill instead of Athletics. Likewise, an Iguana pilot is likely to Forward Observe a guided missile to its target using their sophisticated sensors and designators through the Electronic Warfare domain, while an infantry guerilla is likely to Forward Observe a mortar shell onto an enemy position using binoculars and a skill in the Awareness domain. Mechanically, these may synergize with other skills or affect the narrative.

All skills also have a **specialization** which comes after the domain. This reflects the specific area of a domain that skill applies to, and are best thought of is areas of specialization. When generating a skill, it must have a domain and specialization.

Finally, the best performers of any skill tend to have a broad base of experience and training. It is a rare computer expert that can only program in one language, an Olympic swimmer that cannot run, or a skilled rifle marksman who does not also know something about pistols.

Table of skill domains with their uses

Domain	Description/Common Uses
Athletics	Physical feats such as long distance running, tests of strength, or other physical activity
Awareness	Perception of a character's surroundings as well as dodging attacks
Business	Organizational ability particularly around logistics, buisness management, and supply
Craft	Ability to create or make new objects with appropriate components
Culture	General knowlege and familiarity with certain social structures
Electronic Warfare	Hacking, defense against hacking, and cyber security
Electronics	Ability to maintain, repair, and oversee electrical systems but not create them
Gunnery	Accuracy with ranged and thrown weapons
Hard Science	Knowlege of a quantitative scientific field such as physics, chemistry, or biology
Influence	A character's ability to affect the actions of others or get information from them
Institutions	Working knowlege of certain organizations, businesses, governments, or other entities
Investigation	Systematic search for information as well as putting that information together
Mechanics	Ability to maintain, repair and oversee mechanical systems but not create them
Medicine	Abilty to diagnose and treat injuries, diseases or conditions of living organisms
Melee	Skill at hand to hand combat, both on attack and defense
Piloting	A character's ability to control and operate vehicles as well as dodge attacks in them
Showmanship	The ability to put on a show such as a musical performance or rousing speech
Social Science	Knowlege of a qualitative scientific field such as psychology and sociology
Survival	Staying alive and in good condition in the face of adverse situations
Tactics	Knowlege of how certain organizations go about maneuver and attack

AVAILABLE SKILL DOMAINS

Below is a list of skill domains, as well as some common skills for each.

Athletics - A character's abilities at physical conditioning, exercising, adapting, manipulating, or pushing their bodies. This could be anything from swimming to collegiate track & field, amateur boxing, weightlifting, parkour, dancing, military drill, contact sports, rock climbing, or marathon running. Particularly active characters may have many such skills, suited to an array of different talents and situations.

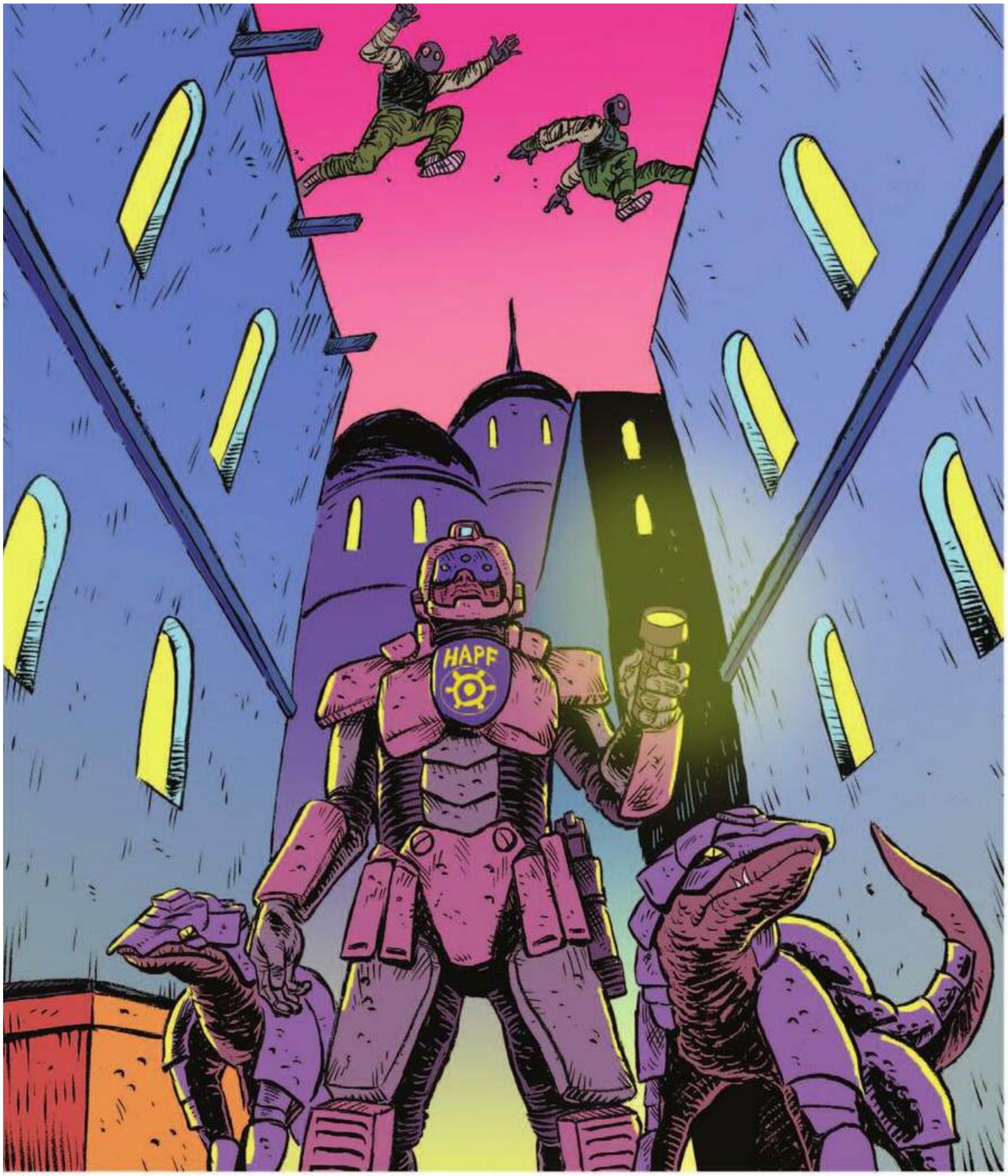
A character might use a skill in this domain to leap a large gap between rooftops, outrun pursuers on foot, compete in a contest of physical skill, attempt to throw a datapad from a moving vehicle to a passing comrade, push through physical exhaustion, squeeze their body through an air vent, or force a stuck door.

Skills in this domain are types of athletic activity such as Trained Swimmer, Throwing, Break Dancing, Contact Sports, Military Drill, Weights, and Parkour.

Awareness - A character's ability to recognize important signals in different contexts from their environment and other people. There are many different types of awareness, and while many overlap, different environments and work demands attention to different things.

A character could use a skill in this domain to catch hand signals between targets under surveillance, to recognize when glasses need refilling to keep a conversation going, notice when the wrong crowd comes through the doors, spot non-native flora or altered geological formations, catch a pickpocket, spot a hidden foe, or recognize that a flash on the horizon means they should take cover.

Skills in this domain are either the location or nature of the observation such as Combat Awareness, Desert Knowledge, Street Senses, Geology Expert, Danger Sense, Forward Observation, Tunnel Instincts, Eavesdropping, and Searching.



Business - A character's ability to engage in commerce, manage logistics, maximize profit, invest, etc. Characters may possess this skill in a variety of different instances, from running a small shop, to a multi-league corporation, to MILICIA logistics in the field with civilian contractors.

A character might use a skill in this domain to contract for services with private entities, manage schedules, devise ways to make their team's revenue go further, generate leads with contacts, spot fake or suspicious business activity, ensure sufficient supplies are delivered, or run the day-to-day operations of their shop.

Skills in this domain address the type of organization or an aspect or role in its operations such as Small Business Owner, Floater Transport Service, Corporate Executive, Badlands Caraveneering, Military Logistics, Cartel Operations, Accounting, Appraisal, Bargaining, and Markets.

Craft - A character's ability to build, create, and manufacture. This can be anything from toys to weapons, puppets to armor plate, high end electronics, advanced software, or simple shivs. A wide encompassing domain, it includes the arts as well as many trades and professions.

A character would use a skill in this domain to manufacture replacement shielding for a gear engine, cook food, craft new ammunition from gathered supplies, sew uniforms, create cocktails or make alcohol from a still, repair a house wall, or make camo netting.

Skills in this domain cover specific types of creation or craftsman such as Explosives, Steakhouse Chef, Metalworking, Cocktails, Tinkering, Field Fortifications, Sculpting, Painting, and Music Composer.

SECOND DESTINY
JOE GEAR
GEAR

Culture - A character's knowledge of and immersion in some sort of culture, location, or interest. This can include slang, unspoken codes and rules, common practices, and common gripes. Knowing who to approach in the rover gang hanging out at the bar, or how things are done in the senate backrooms can sometimes be the difference between life and death.

A character can use a skill in this domain when engaging in/with, recalling information about, creating, or discussing topics related to religion, entertainment, localities, hobbies, sports, etc. They can also use it to blend in with members of that culture, or know how to get things done among them.

Skills in this domain cover specific social cultures and trends such as Ashanti Street Life, Music/Trideo Fandom, Pop Culture Trends, Revisionism, KAD Gear Dueling, Fort William Shock Scene, or Art and Military History.

Electronic Warfare - A character's ability to infiltrate, disrupt, defend, obscure, jam, or boost various electronic systems, from targeting lasers to bank computers.

A character would use a skill in this domain when jamming a gear's transmissions, launching a brute force denial of service attack on a web based target, cutting a camera feed, encrypting/decrypting, breaking an electronic lock, dazzling FLIR sensors, evading radar, triangulating enemy transmissions, etc.

Skills in this domain usually relate to a certain type of equipment or type of data being manipulated such as Gear EW Specialist, Network Hacker, Signals Analysis, and Forward Observation.

Electronics - A character's ability to repair, modify, assemble, disassemble, upgrade, enhance, install, use, or maintain electrical items. This domain covers the wiring, computer hardware, and electronic parts of machines rather than the mechanical aspects. Creating new items from scratch is covered under Craft.

A character might use a skill in this domain when interacting with specialized devices. Running a complex scan of local geology with ground penetrating radars to detect metal deposits, setting up a large corporate computer network, repairing a Chasseur's ONNet, repairing and operating consumer electronics (such as smart devices), or fixing the primary camera on a Kodiak.

Skills in this domain relate to roles that work on physical hardware or specific types of hardware/software such as Geology Instruments, Computer Networks, Electrician, Programming, Consumer Electronics, Military Vehicle Systems, and ONNet Programming.

Gunnery - A character's ability to operate ranged weaponry be it hand held, crew served, or computer targeted. This covers everything from missiles and lasers to simple revolvers and bows.

A character would use this domain to have their gear shoot their ranged weapons, hunt a hopper with a bow, or engage in a firefight with an assault rifle.

Skills in this domain are usually based on type of weapon such as Infantry Small Arms, Heavy Gear Weapons, Bow, Artillery, and Infantry Heavy Weapons.

Hard Science - A character's education, training, experience, and expertise in a physical science or specialization thereof.

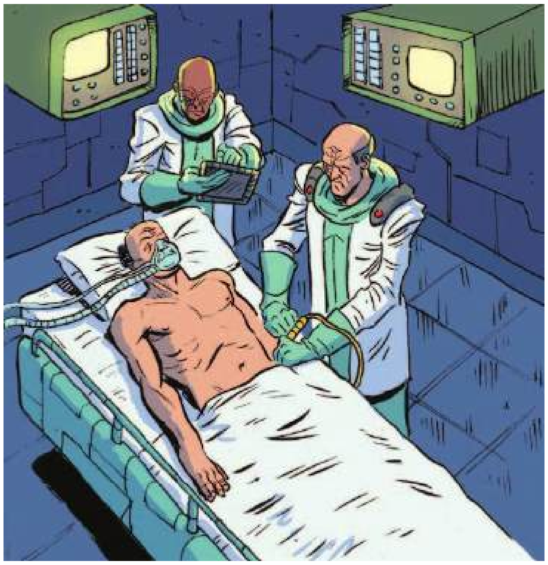
A character might use a skill in this domain when calculating re-entry trajectories, formulating chemical compounds, studying GREL biology, or testing plants for edibility.

Skills in this domain usually are fields of study in physical sciences or engineering such as Physics, Heavy Gear Design, Tank Engineering, Tannhauser Gates, Geology, Genetics, MacAllen Tunnels, and Okavango Swamp Botany.

Institutions - A character's familiarity with social institutions, civil structures, organizations (legal or otherwise), and the rules that accompany them. While the Culture domain might represent the social lives of institutions, this domain represents the actual nuts and bolts of working for or with them.

A character would use a skill in this domain when attempting to interact with organizations, resolve questions of law or formal etiquette, or draw upon knowledge of various groups within society.

Skills in this domain are legal systems, organization or other formal structures such as Business Law, Matriarch's Court Life, WFP Water Rights, Lawgivers' Code, The Spider's Web, Northco Corporate Hierarchy, Valeria City Government, University Academia, Humanist Bureaucracy, and Sorrento Revisionist Church.



Influence - A character's ability to influence and change the minds of others through some sort of manipulation. This can be through appeals, threats, persuasion, or manipulation. Manipulation is the key element that separates this domain from Showmanship.

A character would use a skill from this domain to lead troops in combat, convince a suspect to confess, intimidate a mark to pay up, bluff their way past a guard, trick an investor into an insane proposal, engage in seduction, negotiate a trade in a bazaar, or convince superiors of the viability of a proposed plan.

Skills in this domain relate to methods of influence such as Intimidation, Fast Talker, Negotiator, Seduction, Barter, and Bluff .

Investigation - A character's ability to study, inquire, and systematically search for information. While Awareness represents using a character's senses to interpret information, Investigation is the act of synthesizing lots of different information into a story or suggested course of action.

A character would use a skill in this domain when tracking down leads in a criminal case, sifting through corporate accounting to find hidden trails of money, conducting legal research, combing over a battlefield to find clues to an attacker's identity, trying to obtain particularly difficult to find merchandise, or attempting to find a subject matter expert.

Skills in this domain are types of investigation or positions that primary investigate certain types of things such as Police Investigation, Battlefield Forensics, Intelligence Scrutiny, Employment Headhunter, Criminal Fixer, Paralegal, Database Analysis, Reporter, and Professional Networker.

Mechanics - A character's ability to repair, modify, assemble, disassemble, upgrade, enhance, install, use or maintain mechanical items. Mechanics focuses on the use of largely mechanical items rather than electronics. Creating new items from scratch is covered by Craft.

A character would use a skill in this domain to maintain a gear engine, pick a lock, upgrade or modify a weapon, use or defuse explosives, install a water pump, repair a tank turret, swap a car tire, or build hardened structures.

Skills in this domain cover either specific classes of hardware or specialized positions such Gear Repair, Lockpick, Weapons Armorer, Racing Team Pit Crew, Demolitions & Defusing, Optics Technician, Reinforced Fortifications, and HVAC Technician.

Medicine - A character's ability to assess and treat injuries and disease or otherwise engage in medical related procedures and their implications. This is purely physical medical tasks ranging from first aid to application of drugs.

A character would use a skill in this domain to stabilize someone having a heart attack, treat a gunshot wound, wrap a sprained ankle, identify what substance someone may be overdosing on, or repair a tooth cavity.

Skills in this domain are specific types of medical operation or positions such as First Aid, Dentist, Battlefield Medic, General Surgeon, Genetic Therapist, Tribal Medicine, Epidemiology, Cybernetics Surgery, and Anesthesiologist.

Melee - A character's ability to engage in close quarters combat. This domain emphasizes the skills and techniques associated with close combat and not physical conditioning. It can be used to attack or dodge in melee.

A character would use a skill from this domain to win a wrestling match, fight a rapier duel, clear a trench with a shovel, swing a punch in a bar fight, or pin a fleeing suspect.

Skills in this domain cover where or how the training was gained such or a specific weapon or style as Faction Military Training, Bar Room Brawler, Fencing, Perfect Form, Jousting, Boxing, Judo, Swordsman, and Alley Fighter.

Piloting - A character's ability to pilot, drive, fly, or otherwise direct vehicles, particularly under stressful situations.

A character would use a skill in this domain to avoid being hit by enemy fire while piloting a gear, avoiding damage while parachuting in a gear, driving a tank over enemy barricades and ditches, land a damaged aircraft, attempting to weave a car through traffic at high speed while maintaining a pursuit, taking the wheel from a suddenly incapacitated driver, piloting a vehicle over treacherous terrain, or attempting any sort of vehicular stunt. Note: While required to operate most vehicles in dangerous situations, this skill is not required to operate simple civilian ground vehicles in ordinary travel.

Skills in this domain are based on what type of vehicle being piloted or sometimes special types of driving such as Heavy Gear Pilot, Evasive Driving, Floater Pilot, Police Pursuit Training, Dirt Biker, and Fighter Pilot.

Showmanship - A character's ability to entertain, inspire, rally, rouse, impress, or dazzle others through charisma and talent. This can include the ability to convince others to do things, but does so without manipulation and instead uses charisma. Manipulating others is covered by the Influence domain.

A character would use a skill in this domain when attempting to start a riot among a disaffected crowd, perform a theatrical role, inspire tired refugees to continue with a rousing speech, rally fleeing troops through battlefield examples, entertain clients with a dance, or parade in fancy uniforms with precision.

Skills in this domain are typically types of performance or performer. Stage Dancing, Ballerina, Parading, Veteran Leader, Acting, Theatre, Partisan Commander, Rabble-Rousing, Public Artistry, Deathrace Announcer, Inspiring Personality, and Comedy.

Social Science - A character's study and understanding of human society, interactions, events, and relationships, both formal and informal.

A character would use a skill in this domain when attempting to understand events, groups, and trends, shape an event or circumstance to their advantage, recall formal educational knowledge of a subject, or otherwise draw information about and manipulate human systems.

Skills in this domain are based on psychology and theories about human action such as SR Political Science, Gambling, Anthropology, Southern Philosophies, UMF Economic Policy, and Psychology.

Survival - A character's ability to adapt to, use, and survive or overcome their environment and circumstances.

A character would use a skill in this domain to dodge attacks, navigate their environment, survive hostile weather, move without being heard or seen, make use of survival equipment, live off the land, etc.

Skills in this domain are usually specific types of survival, navigation and evasion situations such as Badlands Subsistence, Night Movement, Air Navigation, Military Survival Training, Subterranean Navigation, White Sands Survivor, Okavango Jungle Living, Raider Scrounging, MILICIA Forager, Street Life, Stealth Operations, Underwater Operations, and Vacuum Emergency Survival Training.

Tactics - A character's ability to draw upon experience, institutional knowledge, training, and instincts to engage in organized confrontations and carry out defined battlefield roles. This allows characters to perform complex detailed actions that would be difficult for the character and Director to properly set up via traditional narrative elements.

A character could use skills in this domain to defend against an ambush, find where to take cover from fire, coordinate a combined arms attack, organize a disrupted team, plan a heist, or otherwise setup a complex action the players may not know how to but their characters would.

Skills in this domain are based on type and nationality of the formal training such as MILICA Tactics, Yakuza Methods, SRA Infantry Training, Desert Raider, Covert Ops Tactics, Northern Guard Officer Training, GREL Combat Indoctrination, Arena Duelist, and Police Training.

SAMPLE SKILLS

Below is a list of sample skills that players can use to select from. This list is here to serve as a guide when developing your own skills.

Athletics (Gymnastics)

Athletics (Manual Labor)

Athletics (Parkour)

Athletics (Swimming)

Athletics (Track and Field)

Athletics (Weightlifting)

Awareness (Combat Sense)

Awareness (Forward Observation)

Awareness (Office Environment)

Awareness (Social Cues)

Awareness (Street Sense)

Awareness (Trained Observer)

Business (Small Business Owner)

Business (Smuggling)

Business (Black Market Operations)

Business (Business Owner)

Business (Caravanning)

Business (Military Logistics)

Business (Stockbroker)

Craft (Camouflage)

Craft (Cocktails)

Craft (Cooking)

Craft (Explosives)

Craft (Gunsmith)

Craft (Metalworking)

Craft (Programming)

Craft (Tinkering)

Culture (<Insert Locality>)

Culture (Counterculture)

Culture (Gear Dueling)

Culture (Humanist Alliance)

Culture (Music)

Culture (Sorrento Revisionism)

Culture (Trideo Fandom)

Electronic Warfare (Combat Hacking)

Electronic Warfare (Decryption)

Electronic Warfare (Forward Observation)

Electronic Warfare (Network Infiltration)

Electronic Warfare (Security Specialist)

Electronics (Communications Systems)

Electronics (Consumer Electronics)

Electronics (Electrician)

Electronics (Geological Instruments)

Electronics (Military Security Systems)

Electronics (ONNets)

Electronics (Optics)

Electronics (Vehicle Weapon Systems)

Gunnery (Aircraft)

Gunnery (Heavy Gear)

Gunnery (Heavy Weapons)

Gunnery (Small Arms)

Gunnery (Tank)

Hard Science (Biology)

Hard Science (Chemistry)

Hard Science (Geology)

Hard Science (Physics)

Hard Science (Tannhauser Gate Theory)

Institutions (<Insert Faction Bureaucracy>)

Institutions (Agency Bureaucracy)

Institutions (Badlands Customs)

Institutions (Federation Business Law)

Institutions (Legion Noire)

Institutions (Revisionist Church)

Investigation (Accident Reconstruction)

Investigation (Business Analyst)

Investigation (Investigative Reporter)

Investigation (Wildlife Tracker)

Investigations (Financial Records)

Mechanics (Car Mechanic)

Mechanics (Demolition and Explosives)

Mechanics (Farm Irrigation)

Mechanics (Heavy Gear)

Mechanics (Locksmith)

Mechanics (Scientific Instrument Repair)

Mechanics (Vehicle Repair)

Medicine (Corpsman)

Medicine (Cybernetics)

Medicine (First Aid)

Medicine (Paramedic)

Medicine (Pharmacist)

Medicine (Surgeon)

Melee (<Insert Fighting Style>)

Melee (Blood Sports)

Melee (Kickboxing)

Melee (Knife Fighter)

Melee (Takedowns)

Influence (Barter)

Influence (Bluff)

Influence (Diplomacy)

Influence (Fast Talker)

Influence (Interrogation)

Influence (Intimidation)

Influence (Negotiation)

Influence (Seduction)

Piloting (Heavy Gear)

Piloting (Hopper)

Piloting (Tracked Vehicle)

Piloting (Watercraft)

Piloting (Wheeled Vehicles)

Showmanship (Actor)

Showmanship (Artist)

Showmanship (Distraction)

Showmanship (Pickpocket)

Showmanship (Public Speaking)

Social Science (Body Language)

Social Science (Economics)

Social Science (Gambling)

Social Science (Philosophy)

Social Science (Psychology)

Social Science (Therapist)

Survival (Badlands Forager)

Survival (Hide)

Survival (Land Navigation)

Survival (Overland Navigation)

Survival (Silent Moving)

Survival (Stealth Operations)

Tactics (<Faction Military Tactics>)

Tactics (Artillery School)

Tactics (Corporate Leadership)

Tactics (Industrial Espionage)

Tactics (Officer Training)

Tactics (Special Operations)

Tactics (Stealth Operations)

SKILL LEVELS

Skills are numbered, unlike aptitudes, quirks, and adversities. These represent varying levels of ability in each skill, rated 1/2/3/4/5.

A skill level of 1 is indicative of rudimentary training, or something developed at a hobby or amateur level. This is the level achieved by most people who look at something in passing, watched a few videos or read some articles where they understood about one word in four.

Level 2 in a skill is a developed ability or professional understanding, typical for someone earning their living by such a skill. However the experience needed to fully take advantage of that skill is lacking. A recent college graduate with a Bachelor's Degree would be this level.

A level 3 skill indicates years of experience, or tremendous raw talent. Generally someone doing this for their day job over several years would equate to this skill. This would equate to somone having a graduate degree or several years of experience in their field.

Skills at level 4 represent a capability achieved by seasoned professionals. Long-time veterans, or anyone with a notably above average knowledge in their field would fall in this category. This is equivalent to at least a decade in a field or a terminal degree such as a doctorate.

A skill level of 5 is mastery of a skill. Anyone who achieves this level of a skill would be an accepted expert on the subject. Generally this is someone who has achieved every honor they can in the field.

SKILL ADVANCEMENT

Skills are advanced as part of the Intermission sequence and require a number of XP equal to its current level to advance to the next level.

Characters gain XP for a skill whenever they perform a skill test using that skill while suffering a challenge. A skill may only ever gain 1 XP per session by imposed challenges.

During an intermission, characters may spend XP to gain new skill levels.

DOMAIN EXPERTISE

As people learn more about a subject, they start to learn tricks that apply across many related skills. This is represented by domain expertise. Characters gain domain expertise by having multiple skills in the same domain. These can be any skill; the only importance is the shared domain. When your total number of skill levels in a domain crosses the thresholds below, you gain access to special abilities that can be used on all skill rolls for that domain. Domain expertise bonuses stack with each other.

Below are the thresholds for each level of expertise.

EXPERTISE LEVEL 1 (6 SKILL LEVELS IN THE DOMAIN)

The character gains a re-roll. This can be used once per session on any skill within the domain.

EXPERTISE LEVEL 2 (9 SKILL LEVELS IN THE DOMAIN)

The character gains Convert (Doubles). Whenever the character rolls doubles on a roll in their dice pool (regardless of which number, double-1, double-4, etc.) they may choose to remove those two dice and +1 to the result of the roll. This choice must be made after any rerolls have been used. Convert can be used as often as the player rolls doubles but only on one pair of dice each roll. Remember, the dice are removed, so if your doubles are also your highest dice, it makes sense to not to use Convert. This occurs after any reliable or unreliable dice are dropped.

EXPERTISE LEVEL 3 (13 SKILL LEVELS IN THE DOMAIN)

The character adds TB:1 to any skill test in the domain.

SKILL FAMILIARITY

Characters can have skills that they are familiar with. Each familiiar skill gains 1 reliable die when used. If a character gains familiarity with a skill multiple times, it does not stack.

Characters get 1 familiar skill from one domain their National Origin is familiar with at character creation.

Characters get 1 familiar skill based on their life path. This can be from any domain at character creation.

Characters get 1 familiar skill based on their archetype.

SKILLS 07

OLD DOGS

His sensors told him there was nothing there, but Antoni Mor watched the silhouette of the stocky N-KIDU hunch over the ridgeline. The insect-like thing was out of sight again before he could line up a shot. He pinged the area to his squadmates, but stayed in position. His gear was prone, laid out like a sniper, and he was pushed forward into his seat restraints. They dug into his shoulders and hips, an old familiar pain. Governor Antoni Mor, Captain of Wounded Knee, had thought his undesired move into politics would mean an end to frontline fighting. But it was never that easy.

Down in the valley below he could see the bright spots of heat from civilians trying to find cover amid a field of boulders and scrub. Several of their vehicles were smoking wrecks. Someone down there was frantically calling out across an open channel, begging them to stop shooting. It had no effect on the sporadic fire from the hills that was being directed at any moving vehicle.

Mor's forces had been tracking this group of the invaders for a few weeks now. Their attacks had been dispersed, uneven, and hard to predict, but the one constant was the target: refugees from the UMF. Hundreds of thousands had come across the Westridge, seeking refuge in the WFP, NuCoal, or anywhere else willing to take them in. Many – too many – had headed for Wounded Knee as a home of last resort.

The caravan below had almost made it, but got ambushed only a day out. Technically the Wounded Knee forces should be down there with the civilians, drawing fire. But everyone who stuck their head out had been immediately lasered from something along the ridge they couldn't track, so for now his forces were laying low. You couldn't expect a pilot to risk their life for a refugee, which was the reason for the targeting, of course. An easy way to sow fear and mistrust in polar governments, while also forcing the WFP to stay bottled up or risk less trained forces hunting the hunters.

He couldn't let it keep happening, not on his turf. He ran through his personnel list and found a name he recognized among his hastily organized security force.

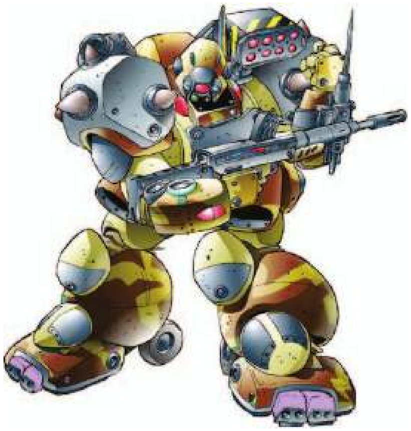
“Ira, I haven't seen a drone with a laser yet. Whoever is using it is probably their controller. Not gonna get them on sensors, though.”

“You want a wild dawg attack, Solitaire?” Ira replied. Antoni smirked at his old arena name. Most of his soldiers were smugglers and criminals, but his dueling days still commanded respect.

“You got it. Focus on speed and dump a half dozen rockets here” he said, marking a section of hill alarmingly close to his own position. “Stay alive. I'll do the rest.”

“On it” Ira replied. In the valley, a stripped-down Tiger launched out from cover, pelting the hillside wildly with rockets. Mor wasn't watching it. Instead, he had his sensor clusters looking for the response fire. It arrived a few seconds later. A strobe of high heat from a rotary laser erupted only about sixty meters from him. His two-ton machine sprung up to its feet, sprinting along the ridgeline and finally vaulting over a crag. The leap exposed a Commando Armiger, his target. Its jets swept frantically backwards, throwing up an arc of sand before it. But Mor was already on it, pushing his full momentum into a devastating ram to catch the Armiger low. Already off the ground from its sudden turn, the impact sent the alien machine into a sudden spiral that ended with an impact against the hillside. Mor blazed away at the Armiger, focusing a dozen rounds where he assumed the cockpit was, until the machine stopped flailing.

Then he was up and moving again. He didn't entirely understand these Utopians and their drone packs, but he did know that a dawg pack was most vulnerable in the few seconds after the leader went down. He burst back over the hill, falling on the confused N-KIDU drones as his forces rose up to join him. Politics was supposed to be his retirement. But Wounded Knee needed a leader on the battlefield more than behind a desk. Some part of Mor felt very lucky for that.



ATTRIBUTES 08

ATTRIBUTES - PERKS AND FLAWS

In addition to character traits, characters can be customized with perks and flaws. For the sake of clarity and avoiding repetition, these are collectively called attributes. Attributes are different from character traits because they provide direct bonuses or penalties to skills, or sometimes alter numbers like System Shock that cannot otherwise be changed. Additionally, traits are more versatile. For example, the "hyper competitive" quirk might give a bonus both in air-to-air combat, or at a beach volleyball game with your squadmates. Attributes, by contrast, are more rigidly defined, like Strong which gives a bonus specifically to a strength based roll and adds damage to melee attacks.

Perks are almost always beneficial, while flaws are almost always detrimental. You do not have to take any points in Attributes, it is fine if the character is simply average for their profession, not too strong or weak in any area.

Players may discuss a new perk or flaw with the Director. Typically, a level 1 perk or flaw will add favored or disfavored respectively to a specific category of actions while a level 2 perk or flaw will add an additional effect in addition to the level 1 effect.

PURCHASING PERKS AND FLAWS

During character creation, you can choose to purchase perks and flaws.

- ▷ You may purchase a maximum of 3 points of perks.
- ▷ Each perk costs 1 point per level and must be balanced by at least the same number of points of flaws.
- ▷ Flaws also cost 1 point per level.
- ▷ With Director approval, you may have any number of flaws, but these won't "grant" new perks.

CLASSIFICATION TAGS

Attributes have tags to help them interact with other rules. For example, perks with the [Physical] tag can be gained with cybernetics or might be imitated with tools or technology. Some Attributes may also be tagged [Innate]. These Attributes can only be purchased at character creation and cannot be changed at any point without Director permission. In general, you do not need to worry about them when building your character, and a rule will specify when to look for matching or prohibited tags.

GAINING OR LOSING ATTRIBUTES

It is possible to gain or lose perks and flaws from dedicated character actions or the unfolding of the character's story arc. Innate Attributes like Small/Large or Lucky/Unlucky are a core part of the character, and they are stuck with them for better or worse. All other Attributes can be worked to be lost or gained through hard effort, time, or technology. Finally, a Director might substitute one perk or flaw for another if the character's situation changes over time.

A character can devote intermission actions and role-play the experience of shedding a flaw or gaining a perk. A Weak character might take strength training, an Unhealthy one might get painful and monotonous gene therapy, an Unsociable one might get counseling or make an effort to socialize. This process is called working the attribute. Instead of advancing a skill with experience points during intermission, a character can work an Attribute. It takes 3 intermissions to work an attribute up a point or down a point. Whether this must be done sequentially or can be accumulated over time is up to the Director. Working can only ever change an attribute by one level; so a level 1 flaw could be "worked off" entirely or a level 2 one could be reduced to level 1. Similarly, a character can only ever gain level 1 in a perk or improve their existing level 1 to a level 2.

If the character's story changes, or they are severely injured, Directors can – by their own choice or after an appeal from a player – substitute one Attribute for another of the same point cost. For example, a character who was Wanted by the PRDF obtains a pardon after heroic service against a CEF battle force. They might lose the Wanted level 1 flaw but gain the Enemy flaw at level 1 from a stubborn Badlands Marshal who refuses to honor their pardon. A character might be stripped of their Attractive perk after suffering a horrible accident, but be given the Strong Willed trait in return to represent their determination to survive.

Directors might outright give Attributes to a character as well as a kind of reward for completing a story arc. However not everything needs to be handled with an attribute and it is OK to not use them at all, especially for things like rank, friendships, or acquired possessions. All cases should generally be discussed and amicable to both the Director and the player.

One case of special concern is cybernetics, cosmetic surgery, or gene therapy which can be "bought". In these cases, Directors should remember that attributes like this will often require lengthy recovery periods, physical therapy, or time to mature. Though they can be "bought" with money, the recovery still matters, so use the same working an Attribute process above. However, since these are actual mechanical changes to a character's body they can exceed the normal limit of working an attribute, and allow changing a perk by any number of points. Thus, through cybernetics a character could go from Weak 1, to average, to Strong 1, to Strong 2 from extensive cybernetic modification. In return they will advance no skills for nine intermissions, which is a significant expense.

COMMON RULES

Many perks and flaws use one of the common special rules. As a reminder, these can be found in **Chapter 3.**

PERKS AND FLAWS

Perks and flaws are listed below. Generally, these work in pairs, but those that do not have a good pair can be found at the end of a section. On some occasions one of the pairs might be Innate while the other is not, so be sure to look for the brackets after the name.

AGILE/CLUMSY [PHYSICAL]

Perk: Agile

The character is lighter on their feet than most. At level 1, the character gains favored for any skill roll when trying to defend themselves on foot or rolls requiring raw agility such as leaping, acrobatics, or sudden maneuvers. At level 2, the character may apply TB:1 to these same rolls.

Faw: Clumsy

There are people who walk with grace through the world, then there is you. At level 1 the character gains a new adversity "Clumsy" which may be used as normal. At level 2, on any roll for raw agility such as leaping, acrobatics, or sudden maneuvers, the character gains disfavored.

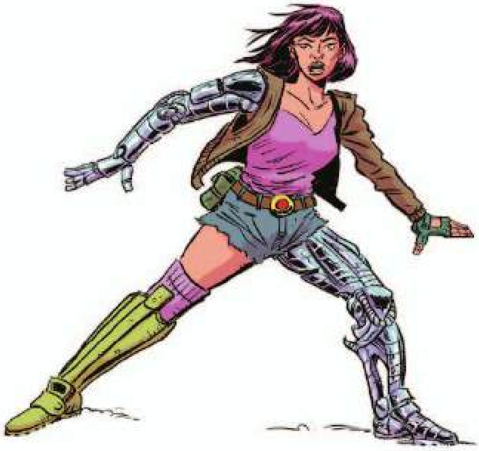
ATTRACTIVE/UNATTRACTIVE [PHYSICAL]

Perk: Attractive

Whether naturally, through surgery, or gene therapy, you are pleasing to the eye. At level 1 the character gains favored on any rolls in which their physical appearance is a factor. At level 2 they gain TB:1 on those same rolls. Note that this trait might have unintended consequences like jealousy or unwanted friends.

Flaw: Unattractive

Whether naturally, or through scars, you are ugly. At level 1 the character suffers disfavored to any rolls in which their physical appearance is a factor. At level 2 the character is more than just ugly, others may find them frightening or disturbing to look at. They must apply a TP:1 penalty to those same rolls above and may be subject to occasional discrimination. Note that it could be possible for this flaw to function like a perk in certain rare situations, such as if the character wants to use their flaw to drive someone off or scare them. In such cases the Director can rule this provides favored and/or TB:1 to the roll. Doing this is rarely good for the character's psyche and self-esteem, though.



CYBERNETICS, ADVANCED/ CRUDE

Perk: Advanced Cybernetics

While most lost limbs on Terra Nova are regrown in labs or given basic cybernetic replacement, yours are state of the art mechanics. These are also popular on Caprice and Utopia due to their consumer or technology-obsessed cultures. At level 1, this perk acts like any level 2 physical perk. At level 2, the character may choose a different level 2 physical perk to represent more cybernetics. There are many disadvantages to this perk. Cybernetics might result in the character being physically heavier, having to charge batteries, or make them easily identifiable or traceable in ways most people are not. Since the augmentations are machines, they can be subject to hacking, or haywire damage from EM weapons or electrical weapons like stun guns and tasers. Cybernetics can be hacked and suffer the effects of Haywire.

If you want minor or widely useful cybernetics, it may be better to consider using a trait to cover them or simply discussing them with the Director.

Flaw: Crude Cybernetics

You have outdated or barbaric cybernetic replacements. They may be energy inefficient, painful, or just heavy, slow, and noisy. At level 1, this perk affects one limb. The character gains disfavored when having to use that limb predominantly. Should the cybernetics be damaged, jammed, or out of power, they will give a -1d6 when the character must do something with that limb. At level 2, the character has more than one limb that has been replaced by crude cybernetics. There are further disadvantages to this flaw. Cybernetics might result in the character being physically heavier, requiring charging of batteries, subject to haywire effects, or make them easily identifiable or traceable in ways most humans are not. Cybernetics can be hacked and suffer the effects of Haywire.

If you want minor crude cybernetics, it may be better to consider using a trait to cover them.

CLOUT/INDENTURED [SOCIAL]

Perk: Clout

Through station, or experience, you are owed favors and given deference. At level 1, the character gains favored on any skill rolls when rolling to get help from a contact or influence someone who respects their clout. At level 2, the character, once per session, can lean on their clout in an interaction with another character. This will allow a reroll for a poor Independent Roll, or force the opponent to reroll in an Opposed Roll. For example, after failing to talk her way out of a speeding ticket from a Peacekeeper, a child of a powerful Oyabun might tell the Peacekeeper just who their parent is. The Peacekeeper will then have to reroll their successful roll. For this to work, the character's clout has to matter to the person manipulated; it is no use telling a CEF soldier that you are important in the Revisionist church. Also, having clout with one group might make you subject to harassment from their enemies.

Flaw: Indentured [Innate] [Social]

Your legal status does not allow you basic freedoms or rights. This can be found in some ranks of servants in the ESE, in some tribal structures of the Badlands, or the provisional status of refugees or parolees. At level 1 The character may have to check in with an authority to receive money, permission to travel, or anything beyond necessities and a little spending cash. At level 2 the character is literally enslaved or dehumanized. This can be found in the worst parts of the ESE or among GRELs who are classified as equipment by Earth laws. The character is completely beholden to others for necessities and cannot be assured basic human rights and justice. This level of flaw is very rare and essentially should be limited to the situations outlined above. Many on Terra Nova or elsewhere would go out of their way to try and help the character escape their keepers (sometimes even for a GREL). Still, whole societies often stand by apathetic, or even actively work to maintain these terrible situations. Be sure to discuss all the consequences of this flaw with your Director, and your group before taking it and only go through with it if everyone knows what to expect. Always be kind.

CREATIVE/UNCREATIVE [INNATE] [MENTAL]

Perk: Creative

A muse favors you, and you excel in creative endeavors and non-linear thinking. At level 1 the character gains favored to any skill rolls in which improvisation and creativity is a factor. At level 2 the character can, once per session, intuit a solution to a problem. This can be used to make a single skill roll (including a defaulted one) as if it was a 2d6 skill instead of its actual rating. This doesn't work on extended tasks (like rebuilding an engine) but on single moments of clarity (like guessing how to start up a heavy gear.)

Flaw: Uncreative

Art class was hell for you. The character is not witty and thinks poorly on their feet. At level 1 the character suffers disfavored to any skill rolls in which they must think outside the box or improvise. This covers anything from thinking up a lie on the spot to creating camouflage from provided materials. At level 2, suffers unreliable to those same rolls.

FIT/UNFIT [PHYSICAL]

Perk: Fit

Cardio is everything. This character is in good shape with fine athletic stamina. At level 1 the character gains favored on any skill rolls in which fitness is a factor. At level 2 the character may add 1M to their base speed when going All Out and gains reliable on any roll requiring endurance or good cardiovascular health such as running, sports, or staying conscious during a high-g maneuver. They also gain +1 Burden Limit.

Flaw: Unfit

You are out of shape, and it shows. The character might be fat, have poor muscle mass, asthma, or some other lung condition. At level 1 the character suffers disfavored to any skill rolls in which fitness is a factor such as athletics domain skills or dancing. At level 2, they suffer unreliable to these same rolls, decrease their movement by 1 meter when going All-Out on foot, and apply -1 damage to muscle powered weapons. They also gain -1 Burden Limit. If the character is fat, they may have a hard time fitting into small spaces, but the Director might rule that their mass helps in some situations like when a smaller person tries to restrain them. In this case, the disfavored/TP:1 penalty becomes favored/TB:1 bonus.

HEALTHY/UNHEALTHY [INNATE] [PHYSICAL]

Perk: Healthy

Fitness, diet, or just lucky genes mean you are healthier than the average person. At level 1, the character gains favored when trying to resist toxins, radiation, or diseases or rolls to recover from wounds or conditions such as Unconscious. All physical Fixes require 25% less time than usual. At level 2, the character may apply a TB:1 to any of these same rolls and gains reliable on the roll.

Flaw: Unhealthy

A poor immune system leaves you frequently sick or more affected by substances. At level 1, the character suffers disfavored to rolls to resist toxins or drugs. All physical Fixes require 25% more time than usual. At level 2, the character may apply a TP:1 penalty to any of these same rolls and gains unreliable on the roll.

INFLUENTIAL/OUTSIDER [SOCIAL]

Perk: Influential

You know how to manipulate others, push buttons, or inspire. At level 1, the character gains favored on any skill rolls in which they are trying to inspire, lead, or control others who have their respect or are under their command. At level 2, the character gains reliable on those same rolls.

Flaw: Outsider

You face discrimination for your status or infamy. It is also possible that the character's effect, or vibes are just so unnerving that people naturally treat them differently. Note this represents a level above and beyond a typical role-playing penalty and could be anything from being a known Earther collaborator, to a criminal with a tracking bracelet, to an infamous public figure. At level 1, the character suffers disfavored on any social skill test where someone would be motivated by their status. At level 2, the character's status is so shocking, ugly, or infamous that they suffer unreliable to any rolls trying to motivate, lead, or argue with these same people. This level might motivate perfect strangers to try and ruin your life. However, the effects of this flaw might be reduced or lost entirely over time with those the character interacts with frequently.

KNOWLEDGEABLE/UNEDUCATED [MENTAL]

Perk: Knowledgeable

You are an academic, scholar, or rote memorization savant. You know a lot about a lot. At level 1, the character gains favored on any skill rolls in which book knowledge and rote memorization are key. At level 2, the character may apply TB:1 to any of these same rolls.

Flaw: Uneducated

There are significant gaps in your knowledge. At level 1 the character disfavored to all rolls where academic learning and rote memorization is the key to success. At level 2, the character suffers unreliable to these same rolls.

LARGE/SMALL [INNATE] [PHYSICAL]

Perk: Large

You are physically larger and stronger than the average person or are perhaps fat and fit. At level 1, the character gains favored on any skill rolls in which their mass could be a factor. At level 2, the character adds +1 DAM to muscle powered weapons, hand to hand attacks, and +5 meters to throwing weapon ranges. However, since the character is physically bigger, they may have a hard time fitting into small spaces or blending in with a crowd.

Flaw: Small

You are physically smaller and weaker than the average person. At level 1, the character suffers disfavored to any skill rolls in which their size or mass could be a factor. At level 2, the character adds -1 DAM to muscle powered weapons and TP:1 penalty to opposed rolls when someone larger is attempting to grapple or tackle them. Since the character is physically smaller, they may have an easier time fitting into small spaces, hiding, or squeezing through gaps.

LUCKY/UNLUCKY [INNATE]

Perk: Lucky

Lady Luck smiles on you more often than she should. At level 1, the player may reroll one failed roll per game session. At level 2, the player can reroll an additional roll once per session. Luck rerolls may break the usual rules of rerolls and may be used to reroll a reroll.

Flaw: Unlucky

You must have broken a few dozen mirrors or something. At level 1, the Director can force the character to reroll one successful roll per game session. At level 2, the player will automatically fail one roll once per session due to some twist of fate. The Director cannot use this to directly kill or harm your character. Rather it should be used to make life miserable or add drama or humor to a scene. or example: Using it when the character tries to dodge a grenade is just cruel. Using it to have their Mod ring with an annoying tone when they are trying to look confident and smooth to a new contact could be funny for everyone.

PERCEPTIVE/UNPERCEPTIVE [MENTAL]

Perk: Perceptive

Gifted with exceptional senses, or just a keen eye for detail, you would make a good sleuth. At level 1, the character gains favored when trying to spot or notice a subtle or hidden detail. At level 2, the character can once per session automatically succeed at MoS 1 for any one skill roll in the Awareness domain. They must state they wish to use this ability before rolling.

Flaw: Unperceptive

You have a poor sense of hearing or vision, or just tend to overlook things. At level 1, the character gains disfavored during opposed rolls against someone trying to hide from or sneak past them or on independent rolls in the Awareness domain. At level 2, the Director can, once per session, say they automatically fail one such roll at MoF 1. If the roll was secret, they need only inform the player that Unperceptive was used at the end of the scene.

PEOPLE PERSON/ SOCIALLY INEPT [SOCIAL]

Perk: People Person

You have a way with people and can pick up on the things they keep hidden. Whether it is just a vibe, or some clinically complex understanding of emotion, it gives them an edge. At level 1, the character gains favored when trying to understand the motives of others, or what emotions they may be hiding. At level 2, once per session, the character can use human perception to ask for a read on a person. The Director will tell them what the person is showing to the world and what they are actually feeling. Note that this information might mean anything: a person could be mad about a task they are given, without planning to sabotage it. A cheating lover might be happy about a recent trist that represents a great betrayal. It is up to the player to judge the context or how that information might aid them.

Flaw: Socially Inept

Bad upbringing, poor social skills, or just being awkward makes you bad at parties. At level 1, the character suffers disfavored on any rolls to manipulate, seduce, or inspire others outside of their peer group. At level 2, the character suffers unreliable on any of these rolls and applies the disadvantages of level 1 even to their peers and friends.

STRONG WILLED/ WEAK WILLED [MENTAL]

Perk: Strong Willed

Unbreakable, fearless, or just stubborn as a Barnaby, you never quit. At level 1, the character gains favored when trying to resist another character through force of will, be it interrogation, intimidation, or seduction. Additionally, they may take one more level of Shell Shock damage than normal before becoming incapacitated. At level 2, the character may spend one action to immediately Fix any single -1d6 condition that is purely mental such as Angry, Rattled, or Terrified.

Flaw: Weak Willed

Easy to manipulate and quick to break, you have a weak will. At level 1 the character gains disfavored to all resisted rolls where willpower is a factor such as intimidation, addiction, interrogation, or seduction. At level 2, The character takes one less level of Shell Shock damage before becoming incapacitated.

STRONG/WEAK [PHYSICAL]

Perk: Strong

You have bulging muscles and are stronger than the average person. At level 1, they gain favored on any skill having to do purely with strength. They may also use heavy weapons without penalty, add +5 meters to the range of thrown weapons, and gain +1 Burden Limit. At Level 2, they add +1 to DAM rolls from muscle powered weapons and apply TB:1 to skill checks based purely on muscle such as moving a heavy object, arm wrestling, or breaking down a door. They also gain a further +1 burden limit.

Flaw: Weak

You have poor muscle mass and are weaker than the average person by far. At level 1, you suffer disfavored to any roll in which physical strength is the primary factor. Furthermore, they may only use the Light version of weapons or face a -1d6 penalty. They also suffer -1 Burden Limit. At Level 2, they subtract -1 to Damage rolls from muscle powered weapons and apply a TP:1 penalty to skill rolls based purely on muscle such as moving a heavy object, arm wrestling, or breaking down a door. They also suffer a further -1 Burden Limit.

TOUGH/FRAGILE [PHYSICAL]

Perk: Tough

You are harder to kill than most people due size, health, or grit. At level 1, the character can suffer one more level of System Shock than normal before becoming incapacitated. At level 2, the character may spend one action to patch any single -1d6 condition that is purely related to physical pain. Additionally at level 2 the character gains +1 Toughness.

Flaw: Fragile

You are easier to hurt than others due to weaker muscles or a smaller frame. At level 1, the character suffers disfavored to any roll where the character's hardiness is a factor. The character can suffer one less level of System Shock damage than normal before becoming incapacitated. At level 2, they subtract -1 from their Toughness. This flaw can be very punishing, and is best used to represent children or the elderly who have little place on the battlefield.

WEALTHY/INDEBTED [SOCIAL]

Perk: Wealthy [Innate]

Money is not a problem for you. At level 1, the character can be assumed to deal with any purchase or cover fees of up to 2,000 Marks/Dinars without stressing their accounts. At level 2, the character is fabulously wealthy and can make a purchase of up to 20,000 Marks/Dinars without stressing their accounts. Having access to money can sometimes be a flaw by making the character a target for kidnapping or extortion. The Director also has the final say if this perk fits the story or not.

Flaw: Debt [Social]

Less money, more problems. The character has a substantial debt to pay off, either theirs or a family member's. Debt need not be financial and the player could use this to represent some owed favor or responsibility. At level 1, the character is looking at tens of thousands in debt and may be scrambling to make payments. At level 2, the character is hundreds of thousands in debt and may be subject to manipulation by those that can help eradicate it or black mail them with it.

ENEMY [FLAW] [SOCIAL]

Someone is out to get you, be they a rival or an old foe. At level 1, the enemy is a minor figure who cannot threaten the character much, but will still throw problems their way. At level 2, the enemy is actively seeking to have the character arrested or killed, and it is personal.

FIXATION: [FLAW] [MENTAL]

You are obsessed with something or addicted to it. Fixation is only ever a level 1 flaw. Fixation represents any sort of obsession, addiction, or mental health issue that can impact the character during their daily life. Examples are drug addiction, overconfidence, or paranoia. A character may only have one fixation. Rather than the usual system, fixation creates a new additional adversity and adds it to their character sheet. This can help balance a character where more obvious flaws simply do not fit.

GRUDGE
MATCH
★MAIN EVENT★
SUNDAY 32 SPRING
KHAYR AD-DIN

NOMAD [PERK] [INNATE]

You have traveled far and wide, perhaps since birth. You might be a desert nomad, a caravan kid, or the child of a diplomat. Regardless, they easily adapt to new cultures. At level 1, the character gains favored on any roll when negotiating with or understanding someone from a different culture. The character may also have two free certifications for languages or cultural tools (such as desert suits or pressure suits) beyond those granted by the Director. At level 2, the character gains reliable in those same rolls and may add two more free certifications beyond those granted by the Director.

TRAUMATIZED/PHOBIA [FLAW] [MENTAL]

Past trauma has left you hurt, making it hard for you to trust and harming your own self image. This same system can be used for simple phobias as well. At level 1, when the character is in a situation that triggers their trauma, they must roll a 3d6 check at Dif 6 or face the Rattled condition. At level 2, they will instead suffer the Terrified condition at -1d6 for each MoF. Work with the Director to discuss what the character's triggers are. A character that survived a deadly fire might be triggered by riding in a cargo truck storing fuel unsafely, or scenes of a wildfire on the news, while someone with PTSD might be set off by loud noises or unexpected schedule changes. This flaw might also prove difficult for some in the group, so do check in with others before selecting it. Always be kind.

WANTED [FLAW] [SOCIAL]

You are sought by enemies or wanted by the law. They may show up to make their life hell. At level 1, the character is sought for minor offenses that may involve jail time or fines. At level 2, the character is sought for capital offenses and would find their life in jeopardy if caught.

08 ATTRIBUTES

ATTRIBUTES 08

WAYWARD PATRIOTS

A younger version of himself would have bristled, but Placide Amselle held it together and tried to sit up straight and alert. Commandant Aristide Lazarus had left him sitting for almost thirty minutes while he answered messages on his dataslate. The leader of the SIU was a busy man, but this felt like some childish intimidation technique. Finally, the Commandant turned his attention to him.

“When this project started, Lieutenant Amselle, I was told – by you, I believe – that there would be no dissent. In any ordinary circumstance, you and half of your mercenary force would be hunted down for treason. But the CEF invasion has changed things. I’ve seen your team’s results. Your faux security group has been effective against CEF operations while keeping your pilots’ questionable sourcing private. I thought this was working. Apparently, I was mistaken.” Placide waited for a breath to respond. Lazarus treated conversations like a battlefield. He needed to be careful not to be driven from it.

“You won’t have any trouble from this new pilot list, sir.” he said.

“We both agree you need more soldiers,” said Lazarus, “but some of these names you’ve given me pose too great a security risk.”

“Your files are wrong about them,” Placide said, working to keep his voice measured. His stillness seemed to make Lazarus hesitate. Placide didn’t. “Sir, these pilots are coming back to defend their homes, even knowing that they will still be criminals. Even after they have watched the AST eat itself for the last decade. They are coming back because they still care about our people.”

“I appreciate your situation-” Lazarus began.

“I’m not finished,” Placide interrupted. “Sir, Jan Augusta was a friend of yours. He told me once that it was because he said the things you preferred not to. He was a friend of mine too. You may prefer not to hear it, but it doesn’t matter what these pilots did. It matters that they came back. Without assurance of a reward, safety, or freedom, they came back.”

“Our promise of limited amnesty is quite rare, Lieutenant,” said Lazarus, his voice frighteningly even.

“And half the new recruits you vetoed didn’t even ask me about it. Maybe it’s propaganda. Maybe it’s seeing the capital bombed. Maybe watching our allies quit. It doesn’t matter why. They are here because they love their homeland and their families, just like you and I. For that, they are willing to fight and die, even if it is under an assumed name with fools-gold offers of amnesty.”

Lazarus stared him down. Placide had expected him to take umbrage at his tone, or to defend the SIU’s secret amnesty program. But both men knew that what was promised by the Republic could be taken away by the Republic.

“I was always curious,” said Lazarus, “about the nature of Major Augusta’s disappearance. We assume he defected, and Paxton took him in. But I never was able to figure out who helped him get clear of the AST.” Placide tried not to let his face show anything.

“I knew him to be a good man,” Placide said. “I’m sure he didn’t defect. But I wouldn’t blame anyone for wanting to leave this life behind.” Lazarus watched him well past his point of comfort, with Placide knowing his life was in the balance each instant he was in that gaze. Then, he picked up his dataslate.

“I can approve…” Lazarus paused to count. “Twelve more. The others are free to enter occupied territory without my prior knowledge. However, someday their reckoning will come.”

“All of us know that, sir. Thank you,” replied Placide. It was more than he had hoped for.

PERSONAL EQUIPMENT 09

Weird but Tasty
EXPRESS
GUNS
KNIVES
Girls Girls Girls
GIRLS GIRLS
LASERS
GEAR GRINDERS
S ★ WEAPONS ★ SERVICE
e'll beat any price!
BLASTER MASTER
MOR
DEALS! DEA

PERSONAL EQUIPMENT

The 62nd century brings amazing potential, even with the ebbs and flows of human civilization caused by war and near collapses. However there is a cap to what is possible or economically feasible. On colony worlds like Terra Nova, technology has trended towards durable, practical, and cheap to produce. Plastics and metals are widely available, and scalable automated factories produce more complex goods, but still often compete with large oppressed populations of humans. Some things will always be done by hand.

Rather than provide a listing for every name brand in Terra Nova's many markets, this section largely provides generic examples of equipment widely available. Players should assume that a tool for almost any task exists (or could be fabricated) and that the main limits are money and imagination. Ask your Director if you want something not depicted here.

ACQUIRING EQUIPMENT

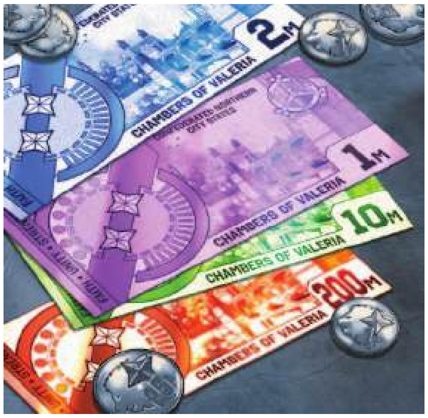
Equipment can be acquired many ways, but usually will come from one of the many factions waging war on the planet. All equipment is sorted by priority level (or PL). When at a facility owned by a faction, characters can acquire any equipment that has a PL equal to or less than their team's PL with that faction. There is no cost, provided it satisfies two requirements: the team can convince command they have a use for it, and they are not asking for absurd amounts of items.

PL represents not just expense and what is in ready supply, but also training or doctrine. A team's sponsor might have advanced gears but the infrastructure needed to deploy them is not worth using on a small unit. Similarly, while quartermasters might have a large supply of incendiary bombs, they are not going to trust that with the lesser ranks.

PL is also used for games featuring less organized groups: corporations have credit cards but they also have budgets, cartels might ship advanced weapons but can only afford to keep the scraps. In either case, your sponsor will get you what they can.

Equipment acquired through other means (spoils of war, theft, purchases etc.) are not restricted by priority level. If you loot a PL 5 tool kit from a CEF invader (and can convince command to let you keep it) there is no reason your lowly PL 1 character cannot use it. Keep in mind that fixing it when it breaks might prove a hassle.

Khayr ad-Din Scrapyard



CNCS Currency

MONEY AND BUYING POWER

Heavy Gear abstracts the concept of wealth to avoid the nitty gritty of tracking each mark in your bank account. If the Director or players feel the need to use specific amounts, then as an abstraction, it is assumed that the Southern Dinar and Northern Mark are both worth the equivalent of $1 (or euro, yen, or loonie, whatever your local currency happens to be.) While it is perhaps silly to assume such a close equivalency, it makes things easier for everyone. Many other currencies such as the Mekong Kronar or Djakarta Point mark are also found throughout Terran Nova and abroad. The chart below gives currency equivalents from other factions.

Currency Comparative Values

Name	Value	Name	Value
CNCS Mark	$1	Earth CEE Notes (Commonwealth Economic Exchange)	$0.01
AST Dinar	$1	Caprician Pounds	$1
Nu Coal Lith	$5	Eden AFU (100 Bits to one AFU)	$100
Peace Dollar	$2	Utopian PU (Performance Units) or Kron	$1

The effects of wealth on the story are more important than the specifics. It can open doors or close them in your face, and roleplaying that and getting to the next part of the story is a better use of everyone's time. If characters need to make purchases as part of the story or even throw a little money around, the Director should let them if itsense for the status of the team. Characters who want to have money be a real problem or real asset are best represented with the Indebted/Wealthy traits.

However, some may wish for a more detailed system, this is presented below and can be used in addition to existing game mechanics for priority level.

PERSONAL WEALTH (OPTIONAL)

The following system offers a more detailed representation of wealth, dividing it into abstract levels of 'buying power.' Where earlier editions of Heavy Gear attempted to cover the cost of everything imaginable, wealth in this edition is a broad concept in order to keep the focus on a well-paced story.

LEVELS OF WEALTH AND BUYING POWER

When creating a character, their default wealth level is Well Off. Perks or flaws can change this, and story progression can change a character's wealth as well. The various wealth levels are as follows:

Perk/Flaw	Wealth	Purchases Per Cycle
Indebted Level 2	Destitute	One Trivial
Indebted Level 1	Poor	One Minor + any number of Trivial
No Perk/Flaw (default)	Well Off	One Significant + any number of Minor or lower
Wealthy Level 1	Wealthy	One Expensive + any number of Significant or lower
Wealthy level 2	Rich	One Major investment + any number of Expensive or lower

Characters personal buying or bartering power has 5 levels. At each level, there is a restriction on the number and nature of purchases per pay cycle. A single pay cycle is the time between intermission and the next session or part of the story. For most games, this will means the pay cycle resets each session. The value of items follows the character wealth levels.

- ▷ **Destitute –** This character must really stretch things to cover their basic needs. Their income stream is small and possibly inconsistent. Almost any unexpected expense can seriously disrupt this character's financial position. Destitute characters typically have housing insecurity or are even homeless, rely on odd jobs, or are in harsh, and possibly illegal, work contracts.
  - ▶ Destitute characters can make a single Trivial purchase per pay cycle. If the Character does not make a Trivial purchase for 5 consecutive paycycles, they may make a single Minor purchase in the following pay cycle.
- ▷ **Poor –** The character has a decent income stream but all of it gets used with little chance for savings. They have the chance to buy something nice occasionally. A few unexpected expenses are nothing too bad for this character, but that position is somewhat shaky. Typical characters who are poor often have limited income but major expenses in comparison, like time workers with obligations or students in school. They can also be entry level workers in their field.
  - ▶ Poor characters can purchase Trivial items at any time and a single Minor purchase per pay cycle. If the Character does not make a Minor purchase for 5 consecutive pay cycles, they may make a single Significant purchase in the following pay cycle.
- ▷ **Well Off** – Well Off characters would be called middle class in other eras. They have a reliable income stream; their obligations do not consume all of it and they are able to bank money for the future. Typical Characters who are well off are experienced workers, small business owners, military officers, and middle management.
  - ▶ Well Off characters can purchase Minor items at any time and a single Significant purchase per cycle. If the Character does not make a Significant purchase for 5 consecutive pay cycles, they may make a single Expensive purchase in the following pay cycle.
- ▷ **Wealthy** – This type of character has a significant income stream and has money to spend. Unless they really must spend a lot of money, cost is rarely an issue. This type of character is often a company executive, owner of a large private business,a professional athlete, or an arena pilot.
  - ▶ Wealthy characters can purchase Significant items at any time and a single Expensive purchase per cycle. If the Character does not make an Expensive purchase for 5 consecutive pay cycles, they may make a single Major Investment purchase in the following pay cycle.
- ▷ **Rich** – Money is not a thing that this character has to think about. Unless the world falls apart or they literally give it all away, its functionally impossible for them to spend all their money. People born into financial empires, corporate CEOs and the occasional person who got rich on a startup all can end up in this category.
  - ▶ Rich characters can make up to Expensive purchases at any time and a single Major Investment per cycle.

PURCHASES

The value of various purchases is broken into 5 levels as shown below. The further down the list the more expensive the purchase. Generally, 5 purchases of a given level equates to a single purchase of the next level.

Example: 5 Minor purchases roughly equate to a Significant purchase

- ▷ **Trivial** – Trivial purchases are things like a meal at a restaurant, a magazine, or a new shirt. These are minor expenses that, while they can add up, are often simply pocket change.
- ▷ **Minor** – Minor purchases are things like a night at a hotel, a major grocery shopping trip, or a low value firearm. Minor purchases are the kind that are common but represent a significant portion of an average person's income per pay cycle collectively.
- ▷ **Significant** – Significant purchases are things the Character cannot simply afford on a regular basis. Examples include a new MOD, a major vehicle repair, or high-end clothing. Small or heavily used civilian vehicles fall into this category. The average person cannot simply spend this kind of money on a whim, and it often requires some planning.
- ▷ **Expensive –** Expensive items are things like cars, initial investment in a business, or major home repairs. This typically exceeds the average pay per pay cycle of the average person and in some cases can get as high as a year's worth of pay. Larger civilian vehicles, worker gears and civilian versions of priority level 1 gears can be found at this level.
- ▷ **Major Investment** – This is a major expense that only the lavishly rich or well supported can sustain. Commercial buildings, private jets, and most last generation heavy gears all fall into this category.

ENCUMBRANCE & BURDEN

Rather than track every kilogram, Heavy Gear gives the Director and players free license to figure out what makes sense. Characters are assumed to carry what an average adult in their profession can without a problem.

If Directors or players want to implement a more detailed system, a generalized approach is presented here called Burden. Each weapon, Rig, Suit of armor, etc, has a number of Burden points. Normal uniform, clothes, and small jewelry, or items one might have in their pockets are ignored for this limit. Traits or attributes having to do with strength (or a lack thereof) can increase or decrease this amount.

BURDEN LIMIT

The default Burden Limit is 8 points. Exceeding this will start to place encumbrance penalties on the Character (see below).

Each level of the Strong or Fit perk or a fitting Trait (like “Warrior Physique” or “GREL”) will add 1 Burden Limit.

Each level of the flaws Weak or Unfit or a fitting trait (such as “fragile” or “small frame”) will subtract 1 Burden Limit.

> *Example: Adil is an average gear Pilot. Carrying his gear Suit, mission pack, and helmet does not represent a hardship for him, but he does not have any Traits or Attributes to make him better. He has a Burden Limit of 8. A Mordred GREL has Strong 2, Fit 1, and fitting Trait (GREL). He can carry 12 points of gear unencumbered and might easily lug multiple heavy weapons into the fray.*

EXAMPLE BURDEN POINTS

Some common Burden examples are included below:

Item	Points	Item	Points
Uniform, daypack, and webbing	0	Wallet, keys, Revisionist icon, glasses, papers, etc.	0
One handed weapon	1	Rig	.5 per die
Two handed weapon	2	Kit	1 per die per kit
Heavy weapon	4	Armor	1 per point of Arm
Grenades	1 per 3	Gadget/ Dataglove and Mod	First free, then .5 per Gadget
Mines/shaped charge	1	Supplies (eg field pack)	1 per week of materials
Extra ammo	1	Misc items	1 per combined full 10 kg
Extra ammo, Heavy	2	An average sized person	6 plus gear
Weapon Frames	0.5	Food/Water	1 Burden per 3 days

As you can see, this is highly generalized. For example, you could carry 8 pistols without being encumbered, but expect the Director to have a lot of questions for you. It is very important for the Director and players to keep in mind that how much a person can carry has a lot to do with how they are carrying it. A soldier might be able to fight unencumbered in 30 kg of gear, armor, and weapons. But carrying a wide 30kg box would encumber them. Load bearing equipment, balance, and activity should all be considered.

A poorly stowed Kit might be double the usual weight points, while a gun broken down into several parts might cut it in half.

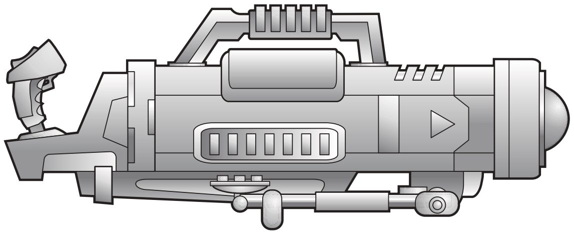
EXCEEDING YOUR BURDEN LIMIT: ENCUMBERED

When a character goes above their Burden Limit, they suffer the Encumbered damag result.

Encumbered: The Character is carrying too much and may be maneuvering with difficulty. [System]

The character suffers -1d6 to athletic or acrobatic actions when they try to carry too much, or heft something awkward and beyond their strength limits. For each full 25% of Burden over their Burden Limit, the character suffers another -1d6. At -2d6, the character’s MR is cut in half. At -4d6, they collapse. In situations heavily affected by weight, such as swimming or balancing on a narrow ledge, each die also adds TP:1.

- ▷ Deterioration: Failing athletic, acrobatic, or endurance based skill test when encumbered can lead to Dehydrated or Wounded damage results, and unexpectedly going Prone.
- ▷ Fix: Take off extra burden points or further secure them to reduce the load, and the penalties are removed.



EQUIPMENT BASIC RULES

All equipment in this chapter follow these basic rules:

To use bonus dice from a piece of equipment, a character must have a relevant skill for that equipment. E.g. you need Medicine: First Aid (or something else relevant) to get bonus dice from a first aid kit. If they are untrained in the relevant skill, then the maximum bonus is +1d6 (a tool is only as skilled as the person using it.)

To use bonus TB:X from a piece of equipment, a character must have at least 2 ranks of a relevant skill.

TP:X for equipment will always apply, even if you are getting no bonus.

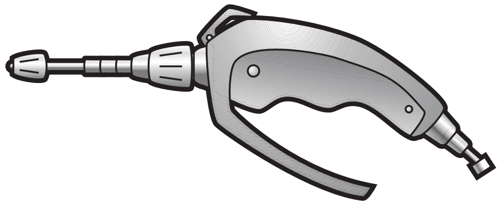
Equipment entries use the following format:

- Name in a bold heading followed by any type icon. [The icon is in brackets]
- A basic description of what the equipment is and what it does is in italics.
- Rules are then presented after the description. There may be tables in this section as well for different variants of the equipment.
- Additional information follows the rules, including the rules for modifying items, advanced rules, or background.

COMBINING EQUIPMENT TYPES

Rather than account for every hammer and diagnostic Gadget a character has, equipment is often combined into packages. These bundles will sometimes be tagged with different types. The types are Gadget, Kit, Rig, and Suit. You can combine most types, but you cannot use two of the same type on a roll.

- A character can only benefit from one item labeled Gadget, Kit, Rig, or Suit at a time. Switching bonuses requires them to stop and set up the new equipment. These items will have the icon [G], [K], [R], or [S] after their names so you can keep track of them.
- When using equipment, that modifies TN, then the gear with the worst TN modifier must be the primary equipment used. If using both a TP:1 and TB:1 item, then neither modifier affects the roll and the bonus and penalty cancel out.
- A character can benefit from both a Rig [R] and a Suit [S], but like bonuses cannot be combined. Instead use the highest available. For example if a Rig and a Suit both give a +1d6 bonus to sneaking, the user only gets +1d6, not +2d6.
- Gadget [G] and Kit [K] bonuses can be combined with each other and any Rig [R] and/or Suit [S] bonuses.
- Gadget [G] bonuses are often from Data-gloves or hand held items. As such switching between them sometimes will not require an action, or a Director might allow two [G] items to be combined.



DEFINING AND MODIFYING EQUIPMENT

While some examples are provided below of different equipment sets (called Kits and Rigs) we do not present every possible option in this book. You will have to name and define equipment for anything more complicated than basic Skill use. When defining equipment, just like with skills and traits, putting a little work in pays dividends. This does not need to be in depth. It is fine to say “I have my tools for repairs”, write down “Repair Kit” and call it done. But just like with a vague skill or trait, this may mean in the future that you find you cannot do something clever you wanted to if the Director disagrees with you about what is in your kit.

Most equipment can be modified. Modifying equipment varies by type and can be found after the basic rules for that equipment type. Generally you will lower or increase the PL of the equipment by changing something about it. For example, you can have a tool kit that is better than the one normally allowed for you PL, but takes up more space. Or you might be able to make a specialized tool that grants a bonus TB for one specific use, but takes a dice penalty for other uses. Modifying equipment is also a great way to advance your character as you increase PL.

VEHICLE USE EQUIPMENT AND BONUSES

Equipment cannot be used to gain a bonus when operating a vehicle in any role. Vehicles of all kinds already include all the equipment and subsystems needed to run them. In some cases a Director may allow [R] or [G] bonuses to be applied to a vehicle when it is performing a task outside of it is design. For example, using a Dataglove loaded with comms software to augment a simple shortwave radio on a civilian truck or a targeting a rocket pod with a FO Rig bolted onto the same truck.

RIGS [R], KITS [K] & WORKSHOPS [W]

Rig and Kits are catch-all terms for assembled tools needed for a skill.

Rigs [R] are wearable, compact technology sets for specific functions. Generally, a Rig is useful for one named skill in a domain, or some closely related skills. Rigs contain many kinds of tools and supplies. For example, a field tech Rig might have an air-powered multi-tool functional as a hammer, drill, screwdriver, and riveter, a small plasma torch, multi-wrench, and other diagnostic instruments needed to perform basic maintenance and repairs. The whole Rig is built into a shoulder mounted load bearing kit so the tech can easily bring it with them wherever is needed.

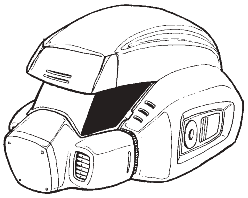
Rigs exist for almost any profession like surgeons, journalists, prospectors, or military communications experts. Those that require more equipment may come with backpack attachments, while the simplest can fit in a wearable like a Data-glove. Rigs of rating deluxe and higher will almost always contain their own wearable tech or peripheral devices such as scanners, diagnostic tools, or specialized auto-tools. The higher levels may even incorporate mechanical helper arms.

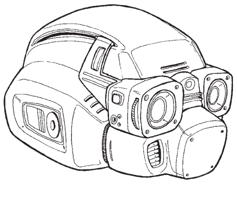
Kits [K] are similar but rather than wearable, are usually in a self-contained box or bag. Usually, basic ones serve only a single function, for example first aid kits or desert survival kits. Once Kits get larger or more professional, they can help multiple skills or even every skill in a domain.

Basic Rigs and Kits are simply well-organized tools. More complex or professional ones include all kinds of diagnostic tools, MOD or visor interfaces, and mechanical assists. The most advanced kits may include their own hand-held computer loaded with expert systems (a form of AI assistant), fold out workspaces, or single purpose fabricators.

When acquiring a Rig or Kit, the Director and the player should talk about any special features and record any limited capacity items like lengths of rope in a mountaineering Rig, or quantity of drugs in a field medic Rig. The good way to think of it is a Rig contains all the things you need, but not necessarily what you want. A kit contains everything you need, and everything you want provided you have room to carry all it all. A few of the more common Rigs and Kits can be found below.

All Rigs and Kits allow the use of the Skill tied to them at no penalty. They can be used for a different skill at Director discretion, but if that skill is in a different domain, the character cannot apply domain expertise to the roll. Rigs are assumed to not overly encumber the character, and may even include exo-Suits as part of their design to help with the load. They provide lower bonuses over all, but are space efficient and harder to lose. Kits can range from small bags to an entire workshop. The higher the complexity, the larger the item will be.



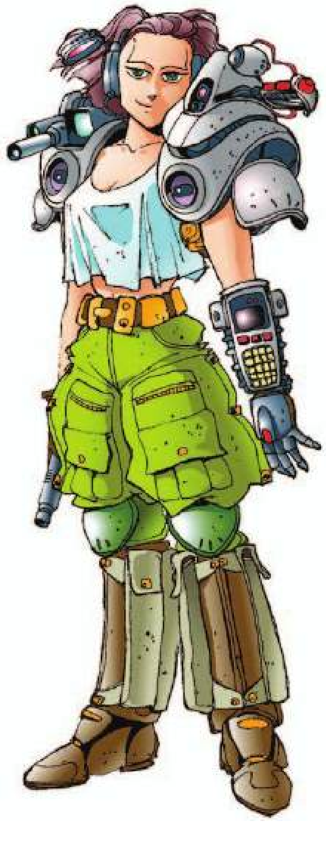


Workshops are a special kind of kit and take up the [K] slot. They represent anything from a tool bench to a full building. The Director can determine some tasks are large enough or specialized enough to require a workshop (such as replacing the engine of a jeep). If the player has to accomplish them without a workshop but can lobby for the means (using a heavy gear to move the engine) then the task can be accomplished at a difficulty increase.

Rigs			
Rig/Kit Type	Bonus	Traits	PL
Basic	+0d6	No effect, but allows skill to be used.	0
Standard	+1d6		1
Professional	+2d6		3
Deluxe	+2d6	TB:1 to any use	5
Expert	+3d6*		7
Elite	+3d6*	TB:1 to any use	9

*Kits only

Workshops			
Kit Modifier	Bonus	Effect	PL
Rudimentary	+0d6	Allows larger/more complex skill uses but provides no bonus.	0
Basic	+1d6	+1 Reliable Dice	1
Professional	+2d6	+1 Reliable Dice	3
Advanced	+2d6	+2 Reliable Dice	5
Elite	+3d6	+1 Reliable Dice	7
State of the Art	+3d6	+2 Reliable Dice	9



MODIFYING RIGS & KITS

The basic rules above can be modified with the following changes. These will add to or subtract from the PL of the kit accordingly. Each modifier can only be applied once. At higher PL, Directors should consider these Rigs and kits to be specially made tool sets the player has customized. As such they will sometimes be difficult to replace, or may take a while to put together. Penalties applied by modifications stack with any other penalties for using a Rig/Kit in a way it was not intended. For example, a normal First Aid Kit might face a -1d6 penalty when being used to perform veterinary medicine. A Limited Use First Aid Kit would take -2d6.

Rig/Kit Modifier	Bonus	Effect	PL
Compact	-	Smaller Size/Weight (half normal Burden)	+1
Advanced	TB:1	TB:1 to all uses with the item	+2
Concealed	-	Limited to +1d6 Rigs/Kits	+1
Cheap	-1d6	-1d6 to the item's normal bonus	-1
Customized	+1d6	+1d6 to the item's normal bonus	+1
Well Stocked	Reliable: +1	+1 Reliable Dice.	+1
Bulky/ inefficient	-	Rigs and Kits double their normal Burden points. Workshops use twice the size/ space	-1
Inferior Design	TP:1	TP:1 to all uses with the item	-2
Limited Use	-1d6	-1d6 to uses for all but one named Skill	-1
Specialized use	TP:1	TP:1 when used for anything but one purpose	-1
Cursed	Unreliable: +1	+1 Unreliable Dice	-1

EXAMPLE RIGS

Below are a few examples of priority level 1 Rigs and the kind of tools typically included in them. Characters might have more or less tool options than these, but if it was not discussed beforehand, use this area as a guide.

Field Tech Rig [R]

Included in the standard military model is an air tool with attachments that acts as a hammer, screw driver, drill, and riveter. A multi wrench, small cutting torch, and attached saws, as well as glue and solder dispensers allow for multiple kinds of repairs. A shoulder mounted diagnosis unit lays out the project's needs in rapid time and will give an augmented reality overview of known issues to the tech's HUD or Mod.

The user gains +2d6 when performing simple field repairs. Limited Use: Mechanics (Vehicle Repair). Actors with this equipment can perform the Patch action.

Hacker Rig [R]

Worn by military infiltration specialists and the more daring sort of console cowboy, these devices are often sleek in appearance with an aerial on one shoulder and transmitter on the other. Multiple hard wire connectors are built in, and the unit gives back up processing power to the hacker's Data-glove or hand held computer. Most advanced models will also include a wireless signal booster, an address scrambler, and perhaps even a satellite uplink.

The user gains +2d6 when hacking or attempting to invade a computer system. In Blitz mode the user can perform ECM Jam actions when within 6" of an enemy. Limited Use: Electronic Warfare: (Intrusion).

Scout Rig [R]

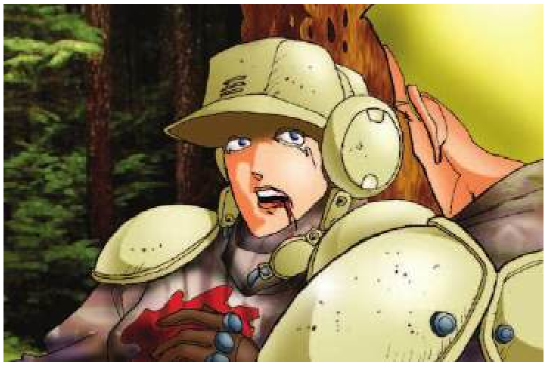
Included are range finders, a crude satellite uplink, and an antenna on either shoulder to allow the scout to accurately determine their location and produce a virtual map of the terrain around them for instant use by command. Also included are high quality cameras, binoculars, radio equipment, and wide spectrum visual devices. These Rigs are normally worn by a single scout in the unit, often a less senior member because some of the devices can make you a target. Wearing one is often compared with being "on point" .

The user gains +2d6 when scouting enemy locations. Limited Use: Awareness: (Recon)

Mountaineering Rig [R]

Not just a shoulder unit, this Rig also has a helmet and hip attachments. It contains 100 meters of ultra thin high tensile cord. Attachment points all over the Rig along with an air pressure piton gun allow the user to pin themselves in on a rock wall from their shoulders, arms, or hips. A spike gun can be directed up to 5 meters away if needed. Flares, a small sleeping hammock, and storage space for protein bars complete the Rig, and most models also include some spinal protection in case of a fall. Some models include a rappelling motor allowing the user to travel upwards at 3 meters per round.

The user gains +2d6 on rolls for climbing or rappelling. Limited Use: Athletics (Desert Climbing). This character automatically passes skill tests to climb.



Field Medic Rig [R]

Often rounded and made from white, blood resistant plastic, these kits are common among field medics or emergency responders. A full set of diagnostic scanners measure the patient's vitals from visual data tracking pulse, oxygen, and temperature. A small wireless cuff off one shoulder to keep track of the patient's blood loss and anything the visual scanners cannot measure. On board are scalpels, clamps, clotting medication and sprays, disinfectants, plus a small auto-cauterizing and suturing device.The standard unit contains three liters of synthetic universal blood, and pain medication to care for up to four critical cases at once. Military models might also include combat drugs such as stimulants, or sedative euphorics.

The user gains +2d6 when performing first aid and surgery. With the kit a user can patch all of a Character's System Shock damage and up to -2d6 of Shell Shock damage. Limited Use: Medicine (Trauma Stabilization).

Actors with this equipment can perform the Patch action.

Journalist Rig [R]

Seen on war correspondents and paparazzi alike, these kits often include a trio of trideo camera drones, a shoulder mounted stabilized camera with zoom lens and autotracking, microphones (including three additional detachable ones), and audio/video processing equipment and software. Most are paired with a HUI and Data-glove allowing the reporter to point towards things to be recorded, or even track their eye movements to determine focus during a conversation. Advanced models might even have some semi-accurate pulse readers and eye dilation monitors that companies claim can show when an interview subject is lying.

The user gains +2d6 to investigation, interrogation, or awareness rolls associated with journalism. Limited Use: Influence (On-the-Spot Interview)

FO Rig [R]

Large by most Rig standards, Forward Observer kits include a backpack mounted radio, basic sensor equipment, and multiple binoculars and different visual spectrum cameras. A targeting laser built into one shoulder can be used to paint targets, and is often synced with a Data-glove to allow the user to point the glove at a target to be marked. Automated tracking gyros can follow a faster moving target once the user has marked to the system. Advanced versions may incorporate some form of weak ECCM to help the observer get their messages through.

The user gains +2d6 to record telemetry data and communicate with fire support units. Limited Use: Awareness (FO).

Maintenance/Repair Rig [R]

Maintenance or Repair Rigs are bigger than the Field Tech Rigs described above. Though they have many of the same features, they will have larger or higher power versions of them, since the technician can plug into local supplies of air or power. These usually include some form of minor exo-Suits to prevent lifting accidents or help the user get into tight spaces. More advanced diagnostic kits are also included and some deluxe models may have a shoulder mounted arm to hold tools or assist in tasks.

The user gains +2d6 when performing maintenance and complex in-bay repairs. Flaw: Bulky

Actors with this equipment can perform the Patch action.

DJ Rig [R]

When you need the party to be wherever you are, there is the DJ Rig. This kit contains powerful shoulder mounted directional speakers, selective noise canceling headphones, and VR overlay goggles. With gesture based commands and dual Data-gloves, the kit allows a DJ to live mix, scratch, and dub without the need of a static equipment set. Additional speakers and lights can also be synced to the Rig. They are particularly favored by underground DJs who want to be part of the party or may need to run when the cops show up.

The user gains +2d6 to Skill tests associated with dropping sick beats. They could also be used as a makeshift PA or ear protection, providing TB:1 [R] bonus to relevant skills. Specialized: DJing.

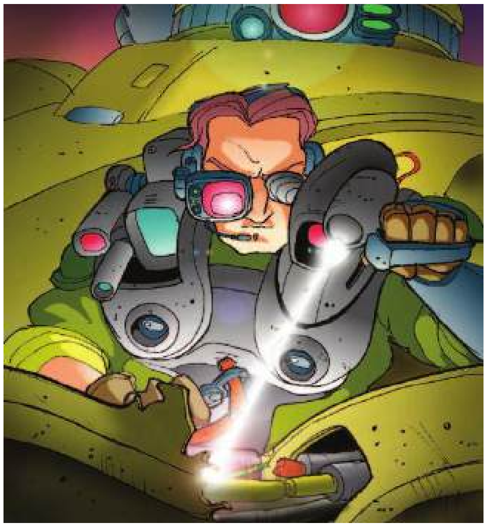
EXAMPLE KITS

Disguise Kit [K]

Found with spies and actors, these kits include prosthetic beards and wigs held in place by a heat, cold, and water tolerant spray glue. The glue dissolves once a spray remover is applied, but otherwise hold up to a lot of deliberate wear and tear. To add to the hair, kits might have programmable color changing contacts, synthetic scars or moles, skin darkening or lightening creams or sprays, and even voice modulators used when wearing a helmet or speaking over the phone.

If a kit is used for impersonating only one person (or one alter ego) it gains TB:2 and +1d6, but uses the Specialized use and Limited use modifiers.

The user gains +1d6 when attempting to disguise a person.



Medical Kit (Medkit) [K]

This kit includes everything needed to treat or stabilize a patient or deal with day to day checkups. Included are a diagnostic cuff for patient vitals, a multi-tool for throat, ear, and eye exams, and gauze, splinting, and dressings as well as a variety of antiseptic sprays. Most field medic kits contain a few liters of synthetic blood, and some surgical tools (though these are usually included in a medical Data-glove). A field operating theater is a separate piece of gear, but this kit will allow for some basic surgical care. Standard models have most basic medications with them, while advanced models such as those the CEF uses may have drug synthesizers. Models in the Southern Republic or Badlands will also often have anti-venom for many of the more popular kinds of deadly snakes and lizards.

The user gains +1d6 to Medicine domain skills within the doctor's field. With the kit, a user can patch all of a character's System Shock damage and up to -2d6 of Shell Shock damage. Actors with this equipment can perform the Patch action.

Vehicle or Individual First Aid Kit [K]

A bare bones medical kit these are often found in the cockpits or in an external equipment box on heavy gears, or on infantry (called an IFAK, medkit, or medi-kit). Included are enough materials to stabilize one individual from bleeding or broken bones, along with a 36 hour dose of pain medication, topical coagulants, and usually a single dose each of stimulants and anti-anxiety drugs.

The user gains +1d6 to rolls for stabilizing an injury. Compact. Specialized: Trauma First Aid. A first aid kit can numb up to -2d6 of System Shock damage. Actors with this equipment can perform the Patch action.

Repair Kit [K]

A typical repair kit is large, about the size of a duffle bag. Included are several multi-tools such as screwdrivers, wrenches, hammers, torque bars, saws, drills, and a small plasma torch. Most multi-tool designs are such that they cover all the common equipment for the region the kit was made in. Given that Terra Nova produces many things locally, some improvisation might be needed. Also included are diagnostic tools, electrically conductive pastes, UV smart glues and setter, and the age-old cable ties and tubing that always works in a pinch. Advanced models may feature a separate tablet with expert systems that automatically update with the best practices for any given repair or help with the most technical work.

The user gains +1d6 to make common repairs on one broad class of technology (such as computers, gears, tanks or aircraft). Actors with this equipment can perform the Patch action.

Survival Kit [K]

A kit meant to help a stranded survivor live until they can get to safety or are rescued. Typically included are a compact thermal blanket and inflatable bedroll, compass, lighter, ten ration packs (each consisting of a full meal), two one liter prefilled canteens, insect repellent, sunscreen, and three pen sized flares. For military models these will be red (for warning that you are under fire), green (for asking for aid), and yellow that also produces a smoke trail (for indicating a pickup location).

Kits in different environments may have additional equipment. For example, one might have fishing line and hooks, while a kit designed for space will lack much of the above equipment but include a single use "bubble" Suit consisting of a twenty-minute oxygen supplied clear plastic bubble, and polymer Suit and hull repair patches.

The user gains +1d6 to survival in a specific environment.

Investigation Kit [K]

These kits are used by scientists who conduct a forensic investigation of a location, be it a desolate archaeological dig or a bloody crime scene. Included are data gathering tools such as mapping devices or cameras, as well as tools for collecting samples, flagging evidence, and preventing contamination by the investigator. Many baggies, sterile gloves, and adhesive labels are included. A crime scene kit might include tools for testing blood or determining time of death while other kits could have tools necessary for excavation or the other tasks included in the job. Advanced kits will often include a dinner plate sized drone that flies about the scene collecting photos per a prearranged system or by operator instruction.

The user gains +1d6 to a specific kind of investigation such as Crime Scene, Archaeological, or Accident.

Demo Kit [K]

While separate from the Shaped Charge weapon, these kits have a lot in common. However, these kits are for more specialized uses like bomb disposal or small, targeted acts of sabotage. Included are wiring or electronics for remote ignition, adhesives or magnets for attaching explosives, and some form of explosive material usually in a stable two-part kit. Cheaper models might be less stable and contain actual live explosives, while advanced models might safely hold quite a lot of firepower.

The user gains +1d6 on demolitions skill tests for a specific task (breaching, EOD, etc). If all the explosives included are used at once as an offensive weapon, a +1d6 kit will count as Light Shaped Charge, with each +1d6 beyond increasing that to Medium, or Heavy.

Electronics Kit [K]

While much of mechanical repair might involve running or replacing wires, the actual electrical work is still something of a separate trade. This is even more true when it comes to repairing electronic components like computers, sensor systems, or circuitry. Included in a typical kit are a great many diagnostic tools, standardized circuitry and chips, a small coding computer for preparing these chips, and electrically conductive glues and 'paints' replacing crude solder of old. An advanced kit might also include a small single purpose fabricator that can produce replacement circuit boards for simple machines.

The user gains+1d6 on rolls to repair largely electronic equipment such as computers or circuitry.

EXAMPLE WORKSHOPS [K]

Mechanic Shop

Ranging from a garage to a full hangar, mechanics shops allow for all the basics of repair. They include powered and hand tools like saws, drills, screw drivers, and torches. Electronic diagnostic tools also come standard and most larger will include a lift for big repairs. Most include some kind of expert system for assisting with repairs as well. They will have a supply of stock metal, blank computer chips, plus wires and circuit boards for fabrication. Higher end shops may make extensive use of a fabricator machine to create parts on the fly based on manufacturer's specifications.

The user gains +1d6 to make common repairs on one broad class of technology (such as civilian vehicles, gears, tanks, or aircraft). This equipment can be used for fixes that require a shop. Actors with this equipment can perform the Patch action.

Operating Room

An operating room is a clean environment for performing surgery. They include drug synthesizers, diagnostic machinery, and all the tools needed. Even the most basic will have a suturing device, and more modern or complex models feature robotic arms to assist in the doctor's work. A small operating room might be the back of a jeep, while the most advanced could include a few other rooms attached to the operating theater.

The user gains +1d6 to perform common surgeries and medical tasks. Operating Rooms can patch any System Shock damage and up to -2d6 of Shell Shock. This equipment can be used for fixes that require a workshop. Actors with this equipment can perform the Patch action.

R&D Lab

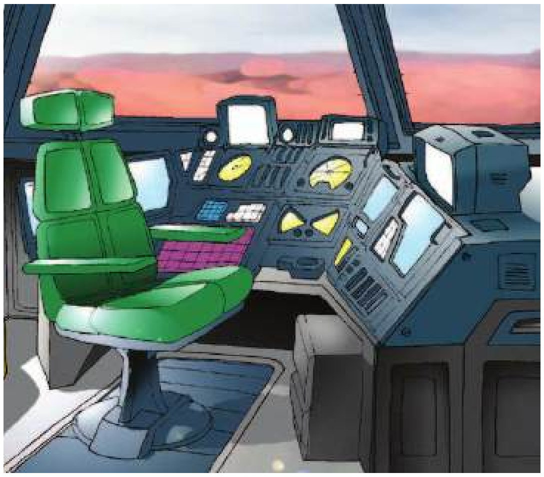
Designed for creating new technologies, improving current ones, or reverse engineering something unknown, R&D labs take on many forms. Equipment will vary depending on the type of research being done, but computers, diagnostic devices, and fabrication tools feature in almost all of them. A +1d6 lab might be only a single room in a dedicated scientists basement, while +3d6 is likely to be a while floor of an office building or campus of a facility.

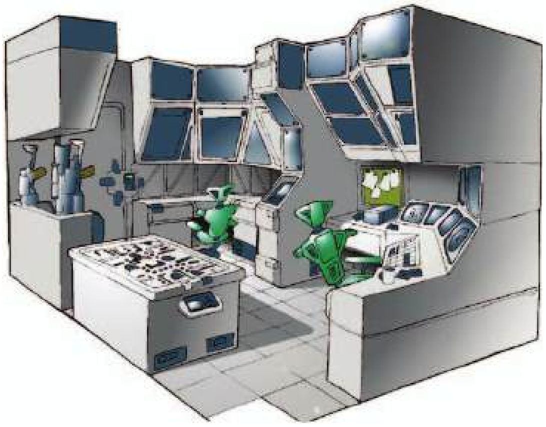
The user gains +1d6 to research new technology or reverse engineer from a sample on hand.

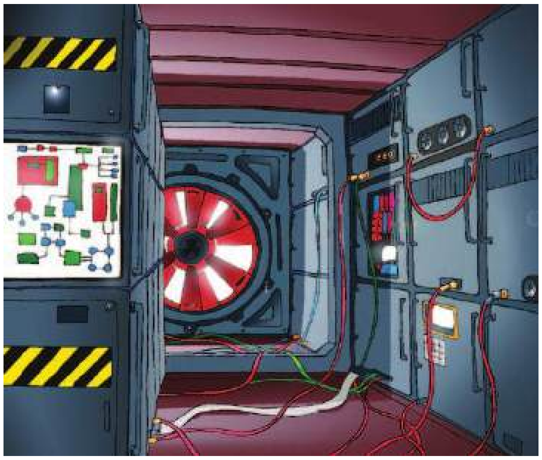
Ops Center

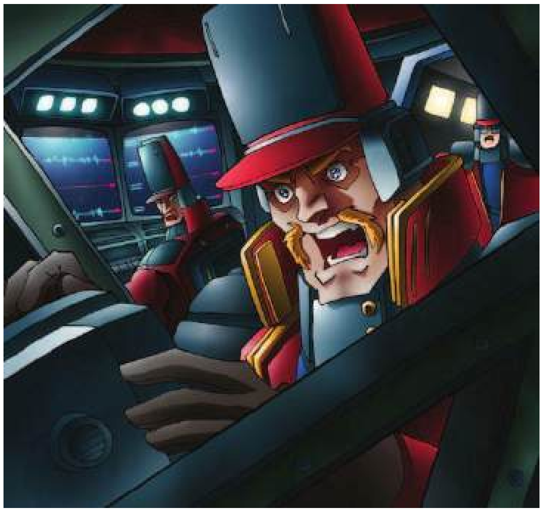
Ops Centers could be the bridge of a landship, a resistance cell's planning room, or a darkened room filled with trideo displays and computer readouts. Regardless of their looks, these rooms assist in the same task: the command and coordination of units on the ground. A +1d6 Ops Center might be a room full of paper maps and radios, while +3d6 could be represented by several connected rooms and many dedicated staff each following their own thread of the mission.

The user gains +1d6 to skill tests for leadership, tactics, or strategy.









GADGETS [G]

With easy access to fabrication machines and computer design, Terra Nova is filled with purpose built tools for all descriptions. The frontier planet's drive for self-sufficiency means that people can create the perfect set of bespoke tools for their situation. Just as common are catch-all multi-tools. Handheld or wearable computers such as Mods and Data-gloves combine modern computing and scanners with efficient context based interfaces. Dataslates, screens, and larger desktop type computers also have followed this pattern of increasing use and customization. Despite the efficiency this could lead to, humans tend to be human, and so Terra Nova is drowning in Gadget clutter.

All of this equipment falls under a category of Gadgets: stand-alone tools for a task. We will talk more at length about Mods (Terra Novan smart devices), Data-gloves ,and computers below.

Rather than provide rules for every possible piece of equipment, we have instead provided a list of item names. When a Gadget seems like it applies to a skill test, the character can lobby the Director for one of the bonuses listed below. Remember that these bonuses will not stack with other Gadget bonuses, but will stack with [K], [R], and [S] bonuses. While much of the time Gadgets are simply roleplaying devices, they might also occasionally provide a critical benefit. Players should feel free to add whatever needful things they can imagine to this list, or use it as a way to incorporate equipment from other Heavy Gear books.

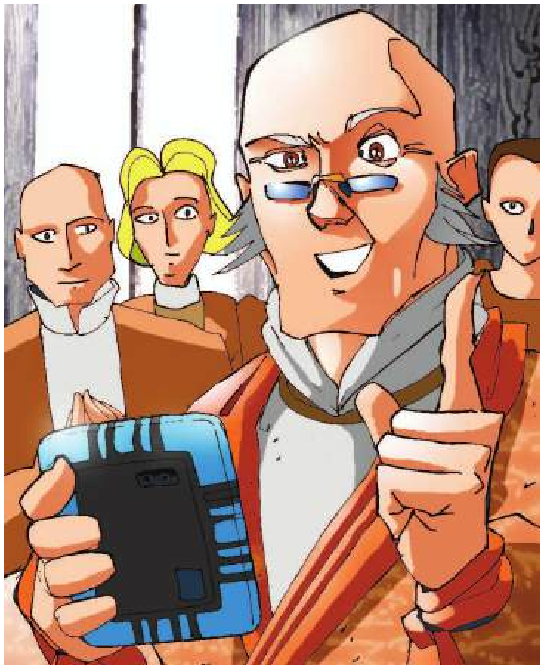
If the Director agrees a Gadget is useful for a skill it will either:

▷ Allow the use of skill without requiring any other tools.

▷ Grant a TB:1 bonus to a skill test (that stacks with Kit and Rig bonuses)

▷ Or in a rare perfect situation, will provide both.

It is worth discussing with the Director before the game when a Gadget can be useful.



SAMPLE GADGETS

Aerosol sun block

Bailing twine dispenser

Cigarette lighter

Collapsible fishing pole

Compass

Cutting tool

Dawg repellent

Digital secretary

Digital trideo camera

Emergency signal whistle

Flashlight

Folding Sand/Dust goggles

Hair design tool

Hand fan

Handheld sand/grime buffer

Handheld stitching tool

High tensile tape

Laser pointer

Laser range finder

Luminescent parasol

Micro speakers

Multi head screwdriver

Networked hand-held library

Personal utensils

Pocket Ratchet (TM)

Portable music player

Prospector tubes

Redjacket repellent

Secure transport box

Snake bite detection kit

Solé multi makeup pen

Tracking chip reader

Trail-marker disks

Travel size printer

Universal patch kit

UV smart glue dispenser

Weird But Tasty pocket buffet

SMART DEVICES - “MOD” [G]

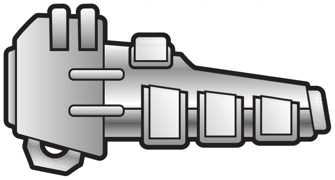
Short for Modular Communication Device, these handheld computers act as smart phone, personal computer, remote controller, and entertainment screen in one. Durable, and usually of a standard size, they can also be dropped into docks in Data-gloves, cars, homes, and other tech acting as an additional control screen for the device. Pairing to drones or machines wirelessly is also possible simply by tapping to a marked “pairing nest” or “pair patch” on the device.

Civilian Mods simply allow for camera, recording, and note taking at all times. While attached to a network they can be used for streaming, internet use, texting, or voice/video calls. Typical storage is 8 terabytes. Military models are identical but more durable and secure, apply a TP:1 to attempts to hack them.

The constant companion of most city dwelling Terra Novans, Mods serve as handheld personal computers. Locked by biometric data of the user (unless they unlock them), and immune to most non-governmental intrusion, they are very secure by 20th century standards. Terra Nova’s micropoles – as well as the security environment of the 62nd century – make wireless connections less desirable. Users can plug their Mod into docks found on Data-gloves, vehicles, or equipment to have their user settings and security instantly updated. The Mod then acts as a separate or secondary screen for control or interface. They can also be used to scan information, or even take trideo stills with shots from enough angles of the same object.

Until recently, Terra Novans tended to use separate electronic devices for each task, since a cultural norm of Gadget clutter suited the largest corporations. It took an outside look to break old design habits. Black Talon pilots reported the universal devices they saw in the former colonies that could be adapted to almost any purpose; Paxton Industries saw an opening. The first “Mod” - the Phoenix MCD - had Paxton Industries hallmarks such as overproduced angles and an unappealing rail attachment system. It sold out anyway. Badlanders leapt at the chance to declutter and adapt a device to their specific needs and free design software, with the Phoenix allowing just that. The concept took off, with “Mod” quickly replacing the more awkward MCD. Soon there were dozens of companies making knock offs and by 1948 the market had been totally saturated, replacing the old PDAs and computer slates. Mods are everywhere and a part of modern life on Terra Nova.

Most larger machines, cars, or farm equipment now have docks (built in or aftermarket). Older tech or smaller devices still use the common Data-glove ‘pair nest’, a 5 cm opaque gray square with an orange bullseye. The Mod can be tapped to the nest to pair it instantly and securely. Tapping prompts a pairing screen on the Mod, but frequently used devices only require the tap. The poorest models of Mod are little more than a small screen embedded in a plastic battery case, while expensive models make use of clear plastics with lenticular screens to allow for one way viewing and privacy.



Just like cell phones, all consumer Mods come standard with firmware to allow for government shut down or surveillance of the user’s data. Black market versions are available that skip this feature, but are unsanctioned in every league. These “burners” remain popular and widely available in the more industrialized nations. Mods batteries typically last a season of moderate use and recharge automatically anytime they are docked or wirelessly in the user’s home. Use of Add-Ons might drain them faster. Full charge typically takes about 30 minutes.

MOD ADD ONS

All Mods are assumed to have the basic features equivalent to a high-end 20th century smart device, with far better capabilities and far less power requirement. Add-Ons are some of the module tech attached to a Mod. Common ones, such as adding a slotted on ten key entry system or a few specialized buttons for work tasks, are available for a few marks/dinars. High end add-ons can run in the hundreds or thousands.

A player may start with one Add-On of their choice per Priority Level and can add more later at Director discretion.

- Low Light Camera: Mod that removes any penalty for darkness.
- 3D Composite: With a set of twelve to thirty shots around an object, the Mod can scan a 3D copy down to 1mm tolerance.
- Metal Detector: Largely for fun, but it could be useful as a mine detector or hunting for dropped keys.
- Satellite Up-link: The Mod can communicate with comms satellites even in the complex data environment of Terra Nova. It can act as a low bandwidth hotspot for other devices. This acts like the Satellite Uplink gear found elsewhere, but will take a -1d6 and TP:1 on any communications tasks more complicated than uploading or downloading photos, GPS, or voice calls. It should be noted that it also will catch the attention of most scout vehicles.
- IR Camera: The Mod can display on the infrared spectrum, emitting only IR light.
- Specialized Tools: The Mod has been rigged as a crude Data-glove, containing additional tools or sensors that pop out from the sides or are contained in an attached holder. It grants TB:1 in a single named skill for a single specific use. For example, a diplomat might have a mod set up to give TB:1 when conducting an Awareness (Security Check) skill to look for listening devices, but could not use the bonus if using Security Check to make sure someone’s credentials were clean.
- Geiger Counter/EM Detector: Useful for avoiding some of the heavier rad zones to be found in the desert, but also could be used to detect wide spectrum jamming from ECM systems if the actor has no other kind of sensor equipment.
- Live Translate: most Mods can translate a speaker speaking very slowly and clearly with mistakes for context or idioms. “Live-Trans” can pick up even clipped or fast speech, translating for context or idioms via a built in N-Net. It can live dub a voice call, with roughly a half second delay.

- ▷ Privacy Bubble: The Mod can emit noise canceling static from a directional speaker, making it very hard to hear what is being said on the other side of it. (TP:3 to unaided listening)
- ▷ Contingency Circuit: Common on the phones of intelligence operators, a dead-man switch will destroy the Mod if triggered. It can be keyed to the user's heartbeat, a code word, or even proximity.
- ▷ Tri-Dente Self Defense System: The Mod has larger than normal batteries and flip out electrodes so it can act as a Light Stun-Rod (see the weapons section).
- ▷ Cam-bot: The Mod contains a pen shaped removable remote controlled bot with collapsed helicopter blades. It is capable of flying up to 30 meters away to get the perfect shot. They are noisy, clumsy, and annoyingly common at tourist sites.
- ▷ Zero-Sum Magnate: A camera upgrade and various wearable haptic feedback devices lets the user play Mercy-Haus's hit augmented reality game. It reads the users location and live generates NPCs that appear on the screen (or attached HUI) with photo realistic images and movie worthy sound. Users live a double life as international criminals, complete with simulated gunfights and romance. The game has resulted in multiple injuries from distracted users and an investigation in the CNCS, though the controversy has only boosted sales.

DATA-GLOVES [G]

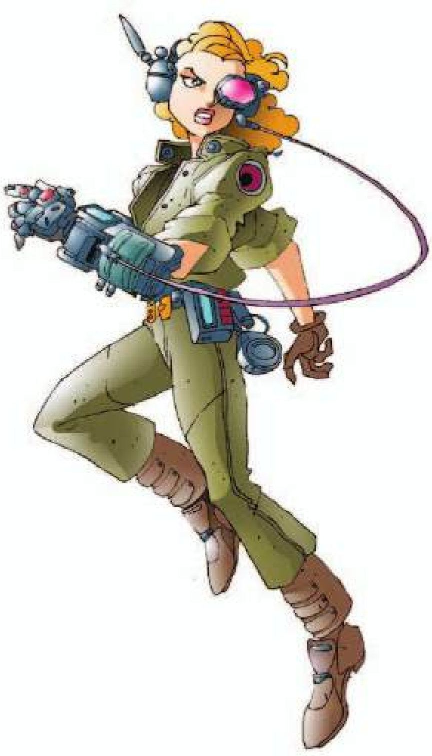
Data processing, computing, and peripheral devices, a Data-glove is an essential piece of equipment for many professions. Sometimes little more than a dock for a Mod, Data-gloves have haptic sensors built in allowing for touch interfaces and hand gesture macros. Once the user and glove have had time to learn each other, they are significantly more efficient than other devices.

Civilian Data-gloves may add TB:1 to a specific skill test at Director discretion.

Utility models add TB:1 to a specific skill or even TB:2 for advanced models. They may also be used to control drones or remote operated equipment, combining the Drone Controller below.

Military models have the same bonuses as Utility models, but apply a +2 higher difficulty for all attempts to hack them.

Data-Glove	Traits	PL
Civilian	TB:1 to mundane tasks	1
Professional	TB:1 to one specific skill	1
Military	TB:1 to one specific skill, Secured, Sponsor Locked	1
Corporate	As Civilian, but TP:1 to enemy hacking attempts	2
Expert	TB:1 to one specific domain	3
Elite	TB:1 to all uses, TP:1 to enemy hacking attempts	5
Black Ops	TB:1 to one specific domain, Secured x 3, sponsor locked	5
World Class	TB:1 to all uses, TB:2 to one specific Skill	6
Cutting Edge	TB:1 to all uses, TB:2 to one domain	7
Best Known	TB:2 to all uses	9



MODIFYING DATA-GOLVES

At higher PL, Directors should consider Data-gloves to be specially designed and tailored to the user. As such, they will sometimes be difficult to replace or may take a while to put together or to "retrain" the software if destroyed.

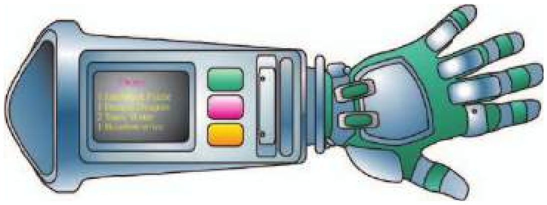
Data-Glove Modifier	Bonus	Effect	PL
Compact	-	Smaller Size/Weight, may appear as bracelet. Burden: 0	+1
Secured	-	TP:1 to enemy hacking attempts (can bought three times)	+1
Sponsor Locked	-	Device monitored by sponsors, and can be remote locked (often during off work hours)	-1
Specialized	TB:1	TB:1 to a specific Skill	+1
Purpose Built	TB:1	TB: 1 to one Domain	+2
Advanced	TB:1	TB:1 to all uses with the item	+3
Inferior Design	TP:1	TP:1 to all uses with the item	-2
Bulky Design	-	Larger/more obvious and heavier tech. Burden 1	-1

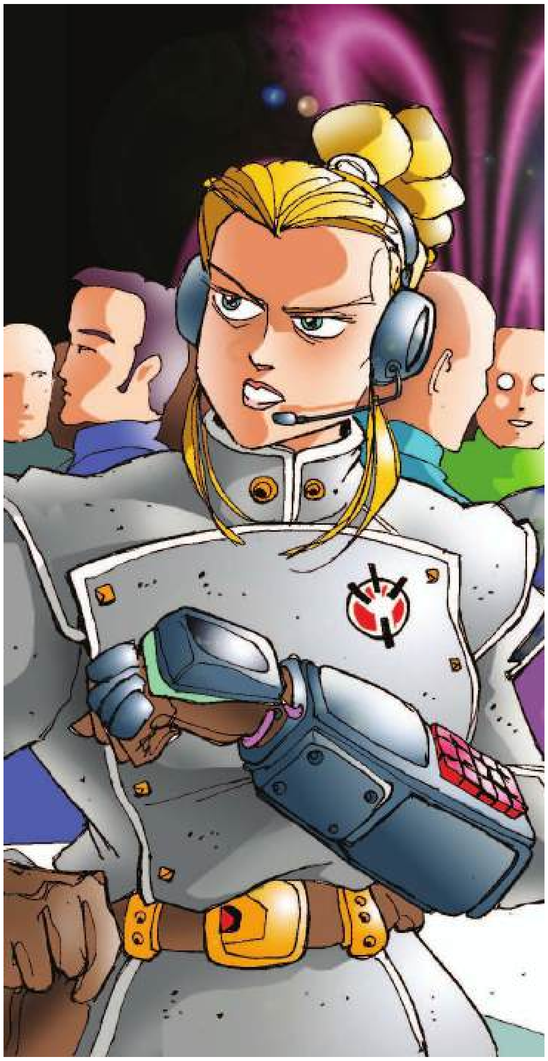
Data-gloves are the essential electronic device for work, science, and design on Terra Nova. Some merely act as a dock for a Mod, while more powerful or purpose-built models might be as powerful as an advanced desktop computer. Pressure sensors within the glove portion can read typing, drawing, or hand signals. Attached buttons, keyboards, or styluses add further input options. Inbuilt cameras and small projector allow a wearer to project a keyboard and type two handed on any flat surface allowing for fast data entry and processing. While you can do quite a lot from your hand-held mod, the Data-gloves amplifies that output in a convenient, secure, and highly modular fashion. Interacting with tracker tags (see below) the only limits are a user's imagination. A warehouse clerk might check-in boxes simply by patting them. A maintenance tech could mark damage with a spray nozzle of IR paint, tag a picture of the damage with specific tasks, and have a list of parts automatically generated, ordered, and delivered by a synced bot all with a few gestures. Data-gloves come in three broad categories.

Civilian Data-gloves are built for comfort and appearances more than functionality. They might be only slightly larger than the typical Mod, and often have few external buttons or ports. What they are big on is speakers, projectors, and cameras allowing the user to capture their surroundings with ease for social media or record keeping and work assistance. Inbuilt earpieces that can be detached when needed are also popular. Models produced in the CNCS are required to have a light indicating red if the device is recording, blue if it is on, and yellow for standby. Southern models must have software installed that locks out many functionalities when in government facilities or when remotely turned off by local police or military.

Utility Data-gloves are sturdier and larger, with many ports and modular attachment points. They sacrifice looks for functionality, and can be every bit as powerful as a desktop computer. They are used by everyone from surgeons to firefighters to bartenders. While a warehouse clerk might have a control box for an auto crane and a barcode scanner attached, mechanics might have several reel-in diagnostic cables, or mini tool kits attached. Some models "interface" with worker gears, allow the pilot to let go of their controls and manually switch between modes, cameras, macros, or – on the most complex models – can be used to control a utility arm by mimicking hand movements.

Military model Data-gloves tend to be much like the utility ones in terms of durability and functionality but are more streamlined in their design. They are shatter proof and built to resist the harsh conditions of combat. They typically include modular sections for tagging lasers, scopes, drone controls, or unit and personal biometric data. Military Data-gloves are also hardened against hacking, with effective firewalls and EM shielding. These Data-gloves are usually financially impractical for civilians, but knockoffs or older models make their way to criminals or badlanders who need something shatter proof, or some of the most tech savvy users.





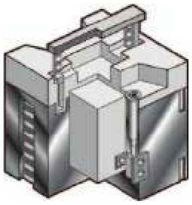
COMPUTER SYSTEMS [G]

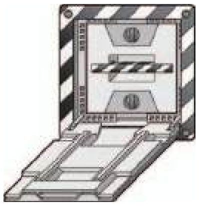
While computers are everywhere in Heavy Gear - built into Mods, Data-gloves, electronic devices, vehicles etc. - it is worth taking special care to note how they function as standalone devices. Desktop computers (typically called screens) and transportable tablets (usually called data slates or data-pads) can still commonly be found but are one-piece models. The larger size allows for greater storage space and computing power and a typical civilian model has more space for cat pictures than the mind can comfortably imagine. Voice command and touchpads are the norm, and all devices (except for off world tech) can easily and seamlessly communicate with each other as needed. The same context learning tech found in a heavy gear's neural network can be found in computers, allowing them to understand human actions. Headphones pause when removed, screens shut off when the user leaves the room, and work programs will activate almost before the user knows they want them. On the battlefield, most computer systems are already incorporated into other rules representing the bonus (or baseline functionality) of their equipment. However, computers can be very useful for data analysis or expert systems.

When performing science or otherwise non-physical skills out of the field (like medicine, geology, signals analysis, design, art, or any number of other skills) computers will add a bonus just like a Rig or Kit would and replace Rig and Kit bonuses. They are also used when doing a task that is only in the digital realm (such as hacking another computer). For everything else, use the equipment rules elsewhere. A computer system works similarly to both a Gadget and Kit in that it provides bonus dice to a specific use of a Skill. Some computers also have access to artificial intelligence. These systems can be used to perform Skills completely independent of the character or can assist the Character an assist in their own Skill usage. Unless otherwise stated the size of a computer is mostly a factor of convenience. These systems can be as small as a modern smartphone, or take up a whole wall of a house, as best suits their use.

Computer Type	Bonus	Notes	PL
Basic	+0d6		0
Standard	+1d6		1
Professional	+2d6		2
Deluxe	+2d6	TB:1 to a specific use	3
Expert	+3d6	Desktop sized units only	5
Elite	+3d6	TB:1 to all functions. Room sized computer system	7

Artificial Intelligence systems can be added on to any of the computers above, at an increase of PL. Additionally, they may require a larger system to use and will state so in their notes.





AI Type	Bonus	Notes	PL
Bare bones	+1d6 in one skill	Bot like interface	0
Assistant	+1d6 in up to three skills	Human like with a limited script	+1
Elite Assistant	+2d6 in one skill.	Human seeming, at first. Desktop models only	+2
Prototype AI	+2d6 in three skills	Can pass a Turing test on first blush. Room sized computer system	+3
Utopia N-AI	+1d6 in three skills per each +1PL OR +2d6 in one skill per each +1PL. Can learn over time and increase it's skill just like a character.	Max +3 PL. Max 3d6 skill per AI. Utopians only	*

VEHICLE INTEGRATED AI

The term AI has shifted in meaning over the millennia. When they were first developed around the turn of the 20th century the term meant a fully aware, self sufficient intelligence within a machine. However, as technology developed this goal proved functionally impossible to achieve. The term AI in the world of Heavy Gear simply means any computer program that can learn and react to unique and novel instructions. Simple AIs are used in Mods while others are used to analyze large sets of data. All combat walkers feature an AI integrated into the vehicle. The terms for these AIs vary depending on the colony. On Terra Nova, gears and striders have an ONNet while Edenite golems have esquire cores. Other terms encountered on other worlds include Near Artificial Intelligence (NAI) or virtue. Regardless of name, they all share some common traits. These AIs are what convert the inputs the pilot gives to the controls into outputs of the machine's limbs. Often these are programmed or learned such as the act of picking up a weapon, opening a door, or reloading. Some are more advanced and allow advanced hand gestures for example. Most are capable of speech, some even more than just preprogrammed responses and can even control the machine.

Integrated AIs can be trained to perform certain complex tasks. The trigger can be a control motion/combination or verbal. This type of AI can control the vehicle they are assigned to and can independently follow simple commands to the intelligence of a smart dog. This includes following, staying and even defending itself or a target.

As they gain experience, they can gain quirks. These can be beneficial such as learning how process a certain type of sensor return or even jerking the machine out of the line of fire to more negative traits like activating certain systems when not commanded to. These can be assigned by the Director as needed. A pilot can reset their machine's AI to remove any of these quirks. AI modules are generally removable, and can be placed in new machines.

SUITS

Suits [S] are gear designed for a specific condition of circumstance. Sometimes they are a completely self contained unit like a desert Suit, or a collection of connected gear like a diving Suit. While Rigs are collections of wearable technology, a Suit is more like a single tool. These Suits will provide a trait such as "Protection: Desert" on a Desert Suit. Some also could also inflict a penalty to an opponent's skill use to a skill like the Stealth Suit which applies a -1d6 to an enemy using Awareness against the wearer. Generally, Suits will provide passive bonuses or protection rather than active bonuses like Data-golves, Rigs, or Kits. Normally a Suit's bonuses cannot be combined with Rigs or Kits except at Director discretion. Data-Gloves and Mods may be used with a Suit however. Suits are PL 1 and Burden 1 unless otherwise noted.

SUIT TRAITS

A Suit can have up to three traits. These are integral to the Suit and usually cannot be added later, except for armor. Some traits are listed as flaws. Each time you add a flaw you may add one additional non-flaw trait. Some traits are special enough to add to a Suit is priority level. These are noted with a +1PL next to the name.

Armored (1) [PL +1 per Arm]

The Suit functions as a set of armor. Add +1 Arm for each level purchased. Maximum of 2 purchases. Adding Heavy or rigid will allow up to one more Arm to be added for each flaw, but there is no PL reduction in this case for the flaws (more armor means more weight).

Enemy Skill Penalty (X) [PL+2]

The Suit applies a penalty of this level to the enemy using the listed skill.

Heavy [Flaw]

The Suit is heavy and adds +3 to its Burden.

Task Assist: X [PL+1]

Grants +1d6 to a specific task X.

Protection (X)

The Suit protects against the listed environment.

Hardened (X)

The Suit adds bonus dice and / or TB:(X) against the listed threat.

Grounded

The Suit protects against electric shock.

Fireproof

The Suit protects against fire.

Rad Proof [PL +1]

The Suit protects against radiation.

Mobile (X) [PL 0 to +2]

The Suit contains the listed transport equipment. The Director will determine how much this adds to the PL of the Suit.

Perk: (X) [PL 0 to +2]

The Suit contains an added small benefit or piece of equipment not listed elsewhere. The Director will determine how much this adds to the PL of the Suit.

Rigid [Flaw] [PL-1]

The wearer takes a -1d6 penalty to Acrobatic or delicate actions while wearing this Suit/armor. Doing things such as getting up from being knocked prone or climbing a ladder would take the use of an action.

Custom Fitted (X) [PL+1]

This armor may ignore the Heavy trait when worn by the named character it is fitted for.

Difficult to Repair [Flaw] PL-1

The Suit requires special materials or techniques to repair. Any repairs must be done at a workshop.

COMMON SUITS

Below is a list of generic Suits. Note that a few of these will be better than using a player constructed Suit but work in very specialized ways.

Flak Suit (light, medium, or heavy) [S]

Commercially available armor used by both the military and civilian security forces or even VIPs or media in dangerous deployments. Light Flak consists of mostly ballistic cloth and is malleable enough to be concealed under clothing. Medium and Heavy Flak layer special honeycombed protective pads over the cloth underlayer. The heavier the armor the more rigid these plates are. Medium and Heavy Flak cannot be concealed. All three versions have helmets, usually incorporating a comm set,and a small tactical visor.

- ▷ Light Flak: Armored (1) (PL 1)
- ▷ Medium Flak: Armored (2) (PL 3)
- ▷ Heavy Flack: Armored (3), Rigid (PL 5)

Desert Suit [S]

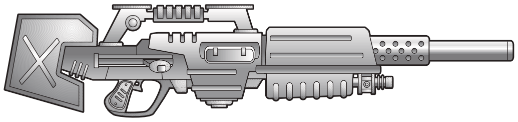
These are common among most badlanders and even imitated in the fashion of Peace River. The Suit reflects heat, cools the wearer with gels, and even captures sweat for reclamation. They incorporate both a hood and full face mask or respirator. The Suit functions by pumping a cooling fluid through thousands of tiny tubes running between thick outer layer and thin inner layer with a belt mounted heat exchanger to keep it cool. The fluid is non-toxic to wounds but is not potable water. The desert Suit is thin enough to be worn underneath most kinds of armor. Military models often incorporate a full face mask with goggles that feature an inbuilt HUD.

Protection: Desert, Perk: Water reclamation. A Suit will protect a person from up to 50 degrees Celsius for even brisk activity, and if reclaimed body fluids are drunk will allow them to function on 250ml of water a day.

Flapper Suit/Wing Suit [S]

Wing Suits are often called 'flapper Suits', named after a pest creature with large leathery wings. These Suits allow the user to glide like a flying squirrel via high tensile cloth webbed "wings" between their arms and legs. A skilled user can travel some distance laterally from their drop point, but a parachute is still necessary for landing safely.

These Suits grant TB:1 when a character steers their descent before opening their chute.



Gear Pilot Suit [S]

Worn by all professional gear pilots, these Suits contain attachment points for equipment and a pilot's VR helmet. Though they offer little protection from small arms fire, they do a fine enough job protecting the pilot from the more common threat of a gear crash or onboard fire. Most models also include a gear pilot helmet that feeds information from the gear's sensors directly to the pilot allowing them to "see" and hear from the gear's perspective.

Armored (light), Hardened: Crash protection (TB:1 against crash damage), Fireproof.

Stealth Suit [S] (PL 4)

Designed for infiltration, these Suits provide a little protection in battle but are much better at helping their wearer avoid one all together. They are made from materials or coatings that baffle sensors and are sealed to lower the wearer's heat signature.

Protection: IR (applies challenge to enemy IR vision), Task Assist: +1d6 stealth, Armored: 1. This can count as Standard Camouflage in the right situations.

EOD Suit [S] (PL 4)

Used for Explosive Ordnance Disposal, these bomb Suits are worn by bomb squads and engineers when clearing enemy munitions.

Arm: 3 (Heavy, Rigid), Hardened: Traumatic injury protection (TB:1 when hit by explosives). Task Assist: Shrapnel Defense +1d6.

Electrician Suit [S]

Thin enough to wear with a Rig, these Suits are worn by techs doing electrical repairs.

This Suit is Grounded.

Racing Suit [S]

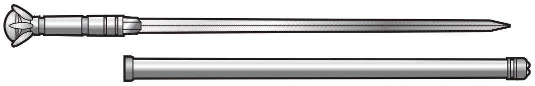
Available both for gear pilots and wheeled vehicle racers, these Suits offer crash protection. Most are made from fire resistant polymers or coated with special compounds that will shake off burning fuel.

Hardened: Crash protection and Fire protection (TB:1 against crash damage and fire damage).

Space Suit [S]

Also called exo-operations Suits or Vac Suits, these Suits are used in the cold vacuum of space. The provide protection from the heat, cold, and radiation common to this hostile environment. Pure oxygen is used instead of air. An umbilical can be attached for a constant supply. Due to zero gravity, they have larger air tanks than a scuba Suit would. The on board supply contains enough air for 8-12 hours or use (depending on how fast the user is breathing.) Assuming a resupply, batteries for heating and cooling will last about 36 hours. All Suits include a com set, multi-tool for interacting with airlocks, magnetic boots, multiple lanyard points, and small Suit patch kit. Advanced models might include a magnetic grapnel gun, or an EVA unit, essentially a small jetpack.

Protection: Space, Rad Proof, Heavy. Some models also include Mobile: EVA unit.



Fire Suit [S]

Used by firefighters or soldiers deployed with flamethrowers, these Suits are made from heat reflecting materials and incorporate an oxygen supply and full face mask. These masks on firefighter units can dampen or increase light levels, and provide a HUI that always shows exits and known distressed persons, as well as a com.

Resist: Fire, Heavy

Blitz Mode: The user gains +2 Arm vs fire based attacks. Only Napalm will do continuous damage, all other rolls for the On Fire Damage Result deteriorating are ignored.

Pressure Suit [S]

Worn in low pressure, but not necessarily low oxygen environments like Caprice, these Suits allow humans to function where low pressure would otherwise render them unconscious.

Protection: Low pressure environment. Some variants (particularly those worn by the Liberati) will have integral armor, rather than wearing a bulkier Suit over the top.

Sneak Suit [S}

While they provide no armor, so called "sneak Suits" help with infiltration. Woven with sensor dampening cloth, some models also contain ultra-soft materials and quiet-velcro catches for gear to prevent any additional noise or rattling with movement.

Protection: IR (applies Challenge to enemy IR vision), Task Assist: +1d6 stealth, Enemy Skill Penalty: Awareness (hearing). This has the Difficult to Repair flaw.

Blitz mode: Grants the Stealth trait in the right conditions.

Ghillie Suit [S]

A Suit composed of ribbons of plastic or cloth made to imitate local plant life, these Suits allow a user to hunker down amid heavy undergrowth and go completely unseen. A Ghillie Suit is usually only good for one environment, and can prove to be difficult to move in. Most use the same kind of anti-sensor tech found in other stealth Suits underneath the weave of faux plants.

Protection: IR (applies challenge to enemy IR vision), Task Assist: +1d6 stealth, Enemy Skill Penalty: Awareness. All bonuses only apply if the user is immobile and in appropriate terrain). This can count as Standard Camouflage in the right situations.

Scuba Suit [S]

Ideal for exploring the vast lakes of the South or the underground ocean like maze of flooded MacAllen Cave Network tunnels. Each scuba tank on the Suit contains about an hour worth of air. This could be decreased under heavy exertion or higher pressure from deep dives. Suits can have one or two tanks without impeding movement. Suits also contain a knife, watch, and comm. Those for cave exploration will include two flashlights and a "bread crumb" dispenser, a small wrist mounted device containing 50 reflective and brightly colored weighted disks that can be affixed to case walls or floors to mark the way out. Waterproof Data-gloves are a popular addition.

Protection: Underwater.

The actor can move underwater at a speed of 4 meters per round.

CYBERNETICS

There are two kinds of cybernetics largely in use in the 6100s, replacements, and enhancements. Replacements can take the form of a simple prosthetic, all the way up to polymer mechanical models capable of appearing and moving exactly like a human arm. Because replacement limbs and organs can be lab grown, Replacement cybernetics are largely a temporary or low income alternative. An arm capable of near human mobility would be still seen as strange or barbaric to most inhabitants of the city-states. One particularly barbaric piece of tech is the cyber spine, a bulky mechanical replacement for a human spinal cord. These are found typically only among those with very poor medical systems, or worn temporarily while gene therapy takes effect.

Enhancement cybernetics improve bodies beyond what is humanly capable. These include night vision eyes, fists that can break concrete, or legs that can run 50 kph. The complexity of manufacture, the frequency of rejection, and the expense of such tools make them infrequently deployed; even the most augmented cyborg on Terra Nova can be killed. There are two areas that do make heavier use of these tools though: Black Ops that might have specialty uses for cyborgs, criminal enterprises that use them for show, discipline, or pit fighting.

Caprice, which has culturally adopted cybernetics in a way no other planet has. Socially, this has led to Data-Rigging (see below), utility modifications for workers, or flashy upgrades for professional sports players and fashion conscious Capricans. Militarily, their Azat units stand out. They are fully decked out cyborgs, more machine than human. This extremely painful and lengthy process has yielded some of the most feared assassins and operatives. Multiple corporations run Azat units, but the average wash out rate is 68% (on top of the usual strictures for special operatives) making them too expensive for full military deployment. "Borrowed" tech from Earth's secret FLAIL program has assisted in Azat development. Those few that make it to Terra Nova are almost all fanatically loyal to their employers.

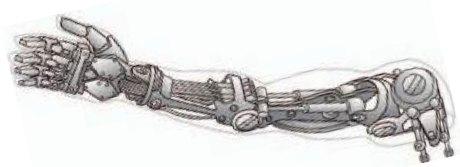
Terra Nova has never made extensive military use of cybernetics. Partially this is because a cybernetically enhanced soldier or agent is still a human; conventional infantry can still defeat them.

Rules for basic cybernetics can be found in the Perks and Flaws section under the "Cybernetics" entry. Caprice Cybernetics can be represented the same way, but some of their most advanced equipment can be found in the next entry. A few special cases are laid out below:

Equipment Mimicking Cybernetics: These cybernetics simply mimic an existing piece of equipment with the advantage of that equipment being always on the Character. Modifications such as a HUI, comms, filter plugs, or gas mask can be found on some of the more expensive secret agents. More exotic cybernetics such as hidden blades or arms that act as climbing gear are also found at higher PL.

All of these options count as two higher PL than the equipment they replicate, and will be obvious to most government scanning methods.

Bullet Proof Skin: A layer of bullet resistant synthetic skin is worked onto some of the more vulnerable areas of the cyborg. This will give Arm 1 even when unarmored and will add +1 to the Arm of light and medium flak Suits.



Cyber-Spine: This functions like exo-systems below, but does so at a cost of much of the user's spine and back. Seen as somewhat barbaric, it still allows for workers that can lift inhuman amounts. Cyber-spine adds +4 to the Character's Burden limit on top of any bonuses they usually have.

Skin Pockets: Hidden, sub-skin pockets allow the user to hide items on their person. The largest sizes could fit a Small Pistol or Knife, while the smallest might conceal a "data-dot" only a centimeter wide. They are PL 2 standard, with PL 4 versions also containing masking against most forms of electronic surveillance or detection.

Azat Units: An Azat character gains level two perks Strong, Fit, Tough, and Agile. They also gain the level two flaw Indentured (to their patron), Wanted (representing the massive value their body could be worth if scrapped or sold to a government), and two more points of flaws chosen by the Director and player (Traumatized or fixation are both good choices since the Azat process is both agonizing and dehumanizing.) Azat also usually incorporate simpler cybernetics as above (such as hidden weapons and coms) and are PL 5 or more.

Data-Rig and Data-Rig Masks:

A staple of Caprican life, the Data-Rig is a form of tracking device and small computer that is installed just below the skin at the pack of the neck. This use is compulsory for city dwellers, but largely rejected by the Liberati who have special legal protections from them. Data-Rigs, in conjunction with Caprican Info Nodes or any other sort of computer, fulfill all the roles a modern smart device would. They also provide full time tracking, medical diagnostics, identification, purchasing authority and more. When synced to a computer system, Caprican's can very quickly parse information by retinal movement alone, buy products by voice, or determine each other's locations almost instantly. Removing a Data-Rig is often illegal, as is masking one or creating a fake-Data-Rig account. While most Terra Novans shiver at the idea of such intense tracking, Capricans would remind them that they are all carrying Mods in their pockets that do the same things without any of the safety benefits.

A Data-Rig functions exactly like a mod (physical upgrades to the mod can be purchased as normal but are synced cybernetics instead. It cannot be removed or destroyed without harm to the user. Additionally they provide instant feedback to linked medical staff, even autonomously calling for help if the user is injured or ill, sometimes before the user realizes it. Characters that are all Data-Rigged and working together gain a TB:1 to logistics based tasks, and a synced medic gains TB:1 on all medicine Skill tests on the user.

Data-Rigs are PL 1 for Capricans or others that operate on the planet. Datg-Rig masks, which send false location/ biometric reports are PL 2 and fake Data-Rigs (essentially a full fake ID) are PL 3.

Exo-Systems

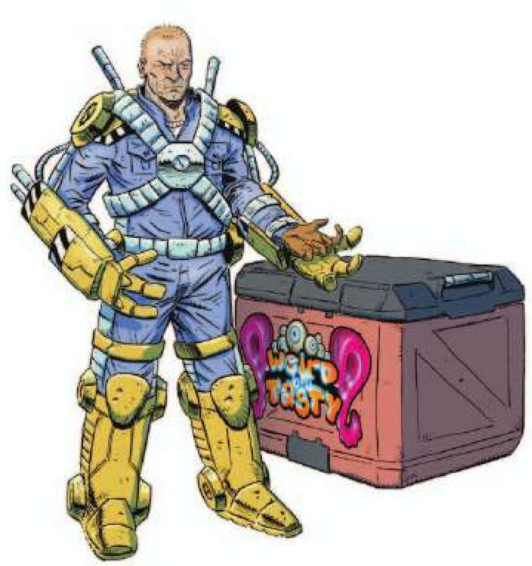
Shorthand for all kinds of load bearing exoskeletons, recoil compensation equipment, or repeated movement protective gear, exo-systems help workers and soldiers get more out of the human body. These Suits increase lift strength, reduce fatigue, and improve carry burden.

Exo-Suits are found in both military and civilian applications, saving on many repetitive stress injuries and better gear distribution for soldiers. Carbon fiber rods and pistons form a Suit attached to the wearer's limbs, which dramatically increases lifting ability and carrying capacity. Small motors and servos help to balance loads and prevent injury, both over time and from sudden impacts. Commonly found on soldiers who must move long distances on foot, despite their ergonomic advances these systems still lead to fatigue over time and dramatically reduce the agility of the wearer. Most military versions are built with quick release straps to allow the skeleton to be removed in a matter of seconds (though getting it back on afterwards is difficult).

Some exo-systems are designed only for a specific task, such as those used by logistics crew who perform the same repetitive tasks. Ballistic versions exist for heavy weapons to assist in the speed and aim for the gunner, though these often get in the way in tight quarters. Badlanders, usually one to scoff at equipment like this, are known to like load-bearing systems. There is an old desert legend of a long trucking delivery porter with no name who drifts from settlement to settlement, with a tower of packages swaying on his back.

Load-bearing exo-systems grant the Strong attribute at level one or increase any existing level by +1. andthey also add an additional +3 to burden limit, (for a total of +4). They apply a -1d6 to any task requiring agility or grace (including dodging an attack). This penalty is in addition to any penalty from encumbrance.

Recoil-suppressing exo-systems will prevent -1d6 worth of penalties from automatic fire or using a gun larger than the character's strength would normally allow. They apply the same penalty as load bearing systems in rough terrain like heavy undergrowth or a dense crowd of people. exo-systems are PL 1.



Heads-Up Interface (HUI)

Sometimes called a "Huey", HUI is a catch all term for augmented glasses, monocles, and visor displays. Camera and microphone functionality allow the user to record their entire day, making them popular with students and executives. They are also standard equipment, for most military and police equipment often built into helmet visors. Different from a mere display, HUI allow context-based control by tracking the user's eye movements, listening for commands, and allowing the user to 'tag' things they are looking at to construct waypoint maps, or track and record information.

A HUI can be used to route any data from an attached computer and give the user an overlay of important information ranging from laying out a route of travel, tracking important upcoming appointments, or even squad status for a soldier. Most are controlled by voice or Data-glove. High end or military models also allow for 'whisper mode', with sensitive mics being able to pick up barely perceptible speech. HUI can also function by eye movement alone or a set number of 'blinks', but these uses are more limited.

Several different versions exist, with many being modular for the addition of different cameras, microphones, or sensor types such as range finders or low light functionality. The city of Marathon has a particular fondness for HUIs, which tourists find disconcerting. Outsiders see people standing on street corners muttering to themselves, or swiping at invisible information, relying on collision warnings to keep them from hitting each other. It creates a surreal experience for the outsider, made all the stranger by Marathoners' current fashion fad of favoring larger or heavily modded out devices over the sleek models found elsewhere on Terra Nova.

HUI provide no specific bonuses, but can prevent challenges, allow special uses, or act as certifications. For example, a low light HUI might cancel the penalty for darkness. A squad display could help a commander keep track of their troops. A model with the right software can act as a certification for local written languages.

Tactical Visor

A military grade form of HUI, the tactical visor is often called a "Tac-Vi", "Op-Visor", or "Helm HUD" by soldiers. It usually takes the form of a reflective visor or goggles attached to a helmet or designed to work with one allowing for space for a gas mask below. Tac-Vis include rangefinders, nav-point projection, low light, and even IR vision. Most are synced with a soldier's guns, allowing them to keep track of ammunition used and record encounters to help with post op debriefs.

Tactical visors mostly help with roleplay options, but it can be assumed they help a character with orienteering, pre-measure distances of up to 1 KM, and act as 7x magnification binoculars. Additionally, they can be used for low light or IR vision to cancel any challenge for low light. When used in this way they can be subject to blinding from bright flash or strobe lights (for low light), or from IR lights or targeting lasers (when using IR or thermal imaging). Being blinded applies the Blinded condition, but the fix time is in rounds rather than minutes (oafter the visor has been turned off). When IR vision is used, an attempt at stealth or camouflage by actors in line of sight of the user suffers a TP:1 unless they are protected from IR.

CAMOUFLAGE

Standard Camouflage

Basic camouflage is as old as warfare. This ranges from patterned lines and coloration designed to match the local terrain, to colorshift cloths in local earth tones or foliage colors. Camo is worked into uniforms and armor, or can be found on ponchos or cloaks that cover other gear.

While it does not give a bonus, attempting to use Stealth skills without some form of matching camo applies a challenge. High quality or well designed camo may apply a +1d6 to stealth checks at Director discretion.

Thermo-camo [S]

These Suits have heat baffling filaments woven through the cloth or applied to the surface of hardened gear. The baffles automatically adjust to the local ambient temperature, helping to mask a soldier from thermal imaging or IR cameras and visors. The Suit usually contains a face covering as well to try and eliminate any hot spots. Since the filaments are easily damaged, this is most usually incorporated into a cloak that the user deploys when in a stationary position. Movement will usually make this kind of camo ineffective.

In addition to the bonuses for standard camo, thermo-camo also negates any task assist for IR or thermal imaging, so long as the user moves at no more than a walk.

Addressable Camouflage Cloak

While the true invisibility cloak is still technologically out of reach, Addressable Camouflage (also called AC) comes close. Electro-luminescent materials are worked into a thick and somewhat stiff cloth. While it looks like a dull gray when not active, the cloth can be turned on to replicate almost any color in addressed areas as little as 0.5cm. The user either selects from a catalog of premade camos, or live creates it via an AI system. For the AI designed camo, the user scans their immediate area with their mod or Data-glove and the systems work to blend them in. Some elite snipers in the Mekong Dominion are known to even hand tune their camo, to paint themselves into the perfect ambush spot. This kind of camo does have one major flaw though: the electro-luminescence also causes heat. In the midday desert or jungle this may be negligible, but at night it will make them a clear target for thermal imaging. As such this camo is mostly deployed during the day. AC is currently too bulky and fragile for use in active combat (even slight scratches and scuffs degrade it) so is usually reserved for ambushes. Rumors abound of live updated AC Suits used by Morganna GRELa that let them move through the desert like a mirage. While certainly false, this does show a deeper truth of AC: most troopers find it unnerving and those operators that are comfortable with it often are seen as distrubing themselves.

With one round of set up time, the player can gain a +1d6 edge for stealth checks. With a 1 minute set up time, this increases to +2d6. This system does not work when moving, and faces a challenge of -2d6 against IR visors because of the heat differential. When deployed, this gear will supersede any other bonuses for stealth from [S] or [R].

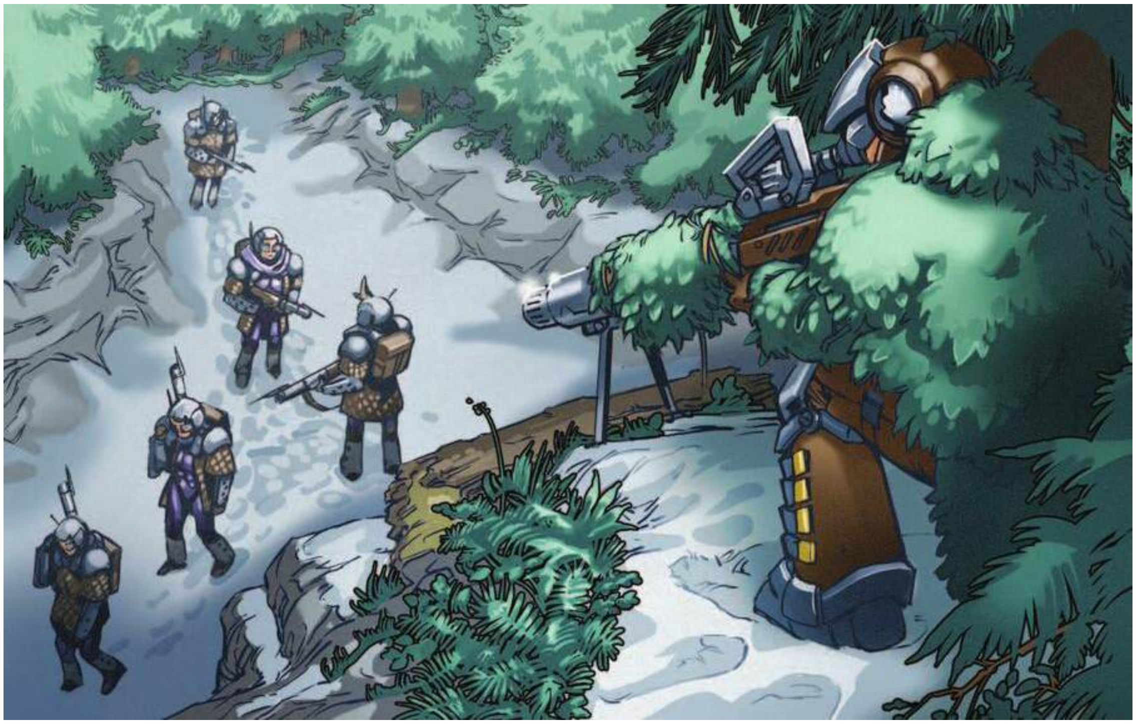
Sneak Suit (see Specialized Suits)

Ghillie Suit (see Specialized Suits)

Camo-netting

The old staple of firebases, camo-netting is alive and well in the 62nd century. Usually made from plastic ribbons attached to a net, it is wind resistant and breaks up the silhouette of a vehicle, tent, or box. Modern versions can also include heat baffles or IR resistant coatings to provide some benefit against sensors.

This applies the rules for Standard Camouflage (see above) to a structure or vehicle. However, the netting only works when seen from at least a hundred meters, and is most effective when seen from the air or in heavy undergrowth.



Camo Spray

Rapid Deployed Rubberized Temporary Camouflage System (RDRTCS) is almost universally called camo spray by soldiers. Invented during Saint Vincent's War, this tool comes in canisters about the size of a 1-liter water bottle. The can sprays a rubberized coating that swells shortly after application to a puffy appearance. It comes in a few colors designed to mimic common rocks found in the Badlands. After curing for ten minutes, the coating has heat reflective capabilities like basalt. It can be sprayed in layers to build up the look of a very fake rock, which can nonetheless fool someone more than a dozen meters away. Camo spray is something of a failure as a product. It flakes easily in the wind, cannot be moved, and sticks out if the wrong rock shade is used. It is still widely found in most larger militaries because it is cheap to produce. Some rookie commanders will order in-placed gears sprayed with camo spray to provide a little extra protection when waiting in ambush. After the battle it will usually be the rookie techs who pay for the decision, with long hours cleaning gears by scraping or burning off the sticky residue the spray leaves behind.

Camo spray has the same effect as standard camouflage above. However, with a Craft skill and time, a character may build up layers and use it to effectively hide a crashed gear or perhaps booby traps in plain sight. If sprayed in the fac,e it is an eye irritant and difficult to remove without water (it is water soluble). The spray has no effect once the target moves. Redjackets are known to be attracted to the scent of it during their autumn gathering seasons.

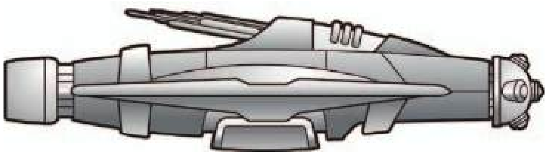
ELECTRONICS

Remote Pods

Self-contained versions of the systems found on vehicles, remote pods range from the size of a large backpack to about 1 cubic meter, requiring multiple people to move. These self-contained units provide active electronic warfare, communications, and signal information to foot operations. They are common at infantry bases, undercover intelligence ops, or guerrilla bases. The simplest forms of remote pods might literally be detached from an old heavy gear and mounted on a trailer, while the most complex break down into small human portable kit that then telescope out to great size when deployed.

A remote pod can be synced to an operator or potentially dozens of other soldiers who will share its data. This can allow them to function on the battlefield with the same advantages as a vehicle using its onboard electronics. Syncing takes one round and leaves the soldier's equipment vulnerable to being hacked should the enemy gain control of the pod.

Systems beyond this level are certainly available, but typically will be large enough to be treated as a vehicle. As a general rule, at priority level 1, the Director should allow one add on for every flaw. Each priority level up from this should allow one add on, or upgrade of type (Standard to Elite, Elite to Prototype).



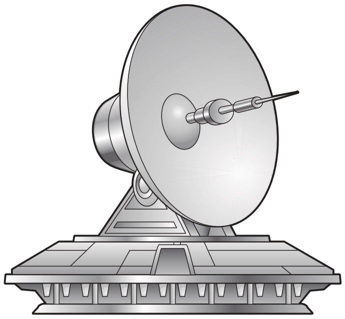
Typical Sensor Pods		
Type	Bonus/Effect	PL
Last Gen/Civilian	EW -3	1
Standard	EW -2	2
Modern	EW -1	3
Scout	EW+0	4
Elite	EW+1	5
Cutting Edge	EW +2	6
Upgrades		
Type	Effect	PL
Compact	Human portable (Burden: 4)	+1
Dual system	+1d6 to related Skill tests, double the size, adds Vulnerable	-
Drone-Back	Built-in transport drone.	1
Specialized	TB:1 to a specific task	+2
Quiet/Hardened Systems	TP:1 to enemy attempts to jam or hack	+1
Scavenged/ Repurposed	TP:1 to the equipment's usual bonus	-1
Large System	The item is as large as the back of vehicle or a small room	-1
Vulnerable	Takes additional damage from Haywire effects or hacking	-1
Noisy System	TB:1 to enemy attempts to hack or jam	-1
Sub-optimal design	-1d6 to related skill tests	-1

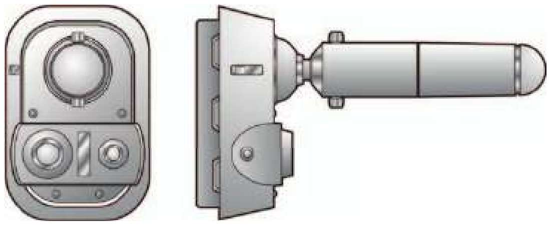
Sensor Pod

LiDAR/Radar and broad spectrum intelligence gathering gear. The pod usually comes with a few telescoping aerials needed for its sweeps, or a smaller dish or rotating antenna that is placed on a nearby high point. Models may also include deployable cameras or a specialized FO Rig that is issued to sentries to allow them use of the system and to act as their eyes in the field.

When using the pod the character counts as having standard sensors using the EW score listed above. They have a base range of 2 km which can be boosted as normal. They are otherwise identical to a standard vehicle sensor system, providing no bonus but allowing for sensor lock for any synced soldier and all the spectrums of vision a heavy gear has.

Gain a TB:1 for all electronic warfare actions. Standard sensor pods grant the wearer sensors like a vehicle. Elite sensor pods count as recon sensors.





ECM Pod

An ECM Pod contains a number of systems to disrupt and intercept enemy signals. Techniques include wide channel radio noise makers, radar pulse emitters, flash lasers to disrupt IR, wireless hacking devices, and dozens of other systems. Additionally, ECM can also intercept and listen in on enemy transmissions if they are able to decode them (or if the enemy is foolish enough to be on an open channel).

ECM has a base range of 2 km which can be boosted as normal. They are otherwise identical to a standard vehicle ECM system. These systems can be used offensively to hack nearby open computer systems, or blind troops or gears using IR vision. An ECM pod allows for the use of all ECM actions.

ECCM Pod

An ECCM Pod represents equipment to cut through enemy jamming. Signal boosters, encryption systems, laser reflectors and signal collectors all boost the user's ability to make use of their existing coms or sensors.

ECCM has a base range of 2 km which can be boosted as normal. They are otherwise identical to standard vehicle ECCM systems. An ECCM pod allows for the use of all ECCM actions.

Comms Pod

While personal communicators or military grade Mods are used between units on the ground, a central radio hub allows for additional power, range, and security. Typically, one of these units can be found with any infantry platoon that cannot rely on having a nearby transport. Smaller models popular among guerrilla units have been carried by badlanders for years, and are small enough to fit on a springer's saddle bags or a standard backpack. Most modern models also include point to point IR communication, often called "flash" by soldiers. This overcomes many types of common jamming and allows forces to communicate without a signal to intercept. However, IR cameras can see the tell-tale flashes.

Comms work is always difficult on Terra Nova. Outside of the wide expanses of the desert, there is plenty of rocky terrain to disrupt a signal. On the modern battlefield, signal jamming (or worse, signal interception) is commonplace. Yet there remain few better ways to communicate over long distances. The most modern versions offer live signal jamming, with aunit is transmissions leaving their devices as encoded data rather than speech. This data is gathered by the central comms unit, scrambled again, and then sent to receivers. The process only adds a quarter second delay and since each receiver only has its own codes, transmissions are only at risk if the central comms unit is taken.

Allows for standard comms actions just like a vehicle with the EW bonus/penalty from above. They have a base range of 10km, and may be boosted. They may communicate via radio or - with direct line of sight - by IR data.

Drone Controller

While some drones are simple enough to be controlled from a Mod, most have purpose-built controllers that either incorporate into a data glove or act as a standalone piece of technology. Advanced models, such as those used by the military or police, function on a limited form of AI but can be directly controlled as needed. These drone controllers are hooked to a VR display to allow the user to take over from the AI and pilot the drone.

The standard drone controller used for utility or civilian models is an ergonomic control unit not unlike a modern game controller with multiple joysticks, buttons, and a small screen (though most are instead cast to a visor or larger screen). Military models or those for complex drones or drone racers are usually a purpose-built pair of datagloves and VR visor serving as control sticks. Some drone controllers are attached to a vehicle and use the vehicle's VR control scheme for this purpose. Drones with grasping hands or tool arms might be manipulated by the user grasping and moving their arms. Drones can function on limited AI, performing tasks for which they are designed or moving via a simple way-point system. A user can leave a drone on AI mode completely to their own devices. This is ideal for drones with clearly defined roles such as missile defense, or sentry duty.

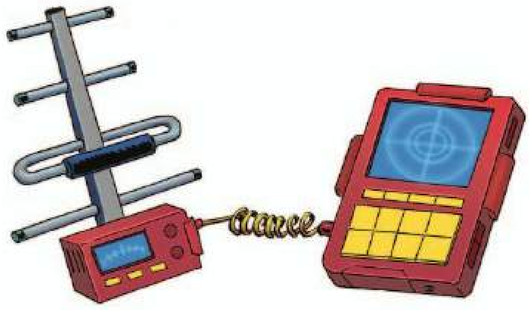
The system can handle up to four drones at a time for simple AI driven tasks such as watching for approaching vehicles and alerting the user, or construction drones following their orders. Direct control can be taken of one drone at a time at the cost of one action, in which case the controller may attack and move with the drone using the controller's skills.

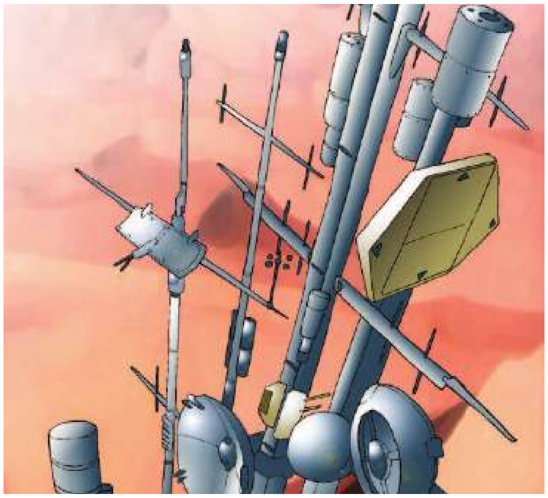
The range of a controller is 12 km unless the controller has a satellite uplink or portable satellite uplink, in which case the range is infinite so long as the Drone and Controller are on the same planet. Full solid cover will break the connection even if the drone is in range. A drone with a broken connection or out or range will either return to its last known clear signal area, or stay where it is on standby, depending on how the user set it up.

In Blitz mode, the range of the controller is 24 m (12in). However, the drone's AI will allow it to stay within range without any intervention from the controller (up to its full movement speed).

Drone controllers also feature an interface that allows the user to see through cameras on the drone, pickup nearby audio and even use speakers on the drone to communicate through the drone.

A character in a vehicle with a drone controller can select drones from the Universal and Civilian vehicle lists.





Utopian Drone Controller

While CEF drone controllers do not vary much in functionality from the Terra Novan ones, Utopian Controllers are essentially an interpreter, communicating between the N-AI computers of the N-KIDU and human controllers. So long as they have range, the Utopian drones can get input from the controller or sensor data from one another to supplement their own AI, allowing for higher functionality.

These models are built into an armiger, or a standalone control kit that fits on a user's hip or as a backpack. The Utopian drone controller is itself a sort of drone. A N-Net like system on the drone controller device is capable of some level of fuzzy logic. The user's speech and gestures are parsed, and the connected drones follow orders based on a hybridization of tactical doctrine, and the user's commands. It communicates data via text, voice, or a series of tones and chimes for simple information. The user can always take direct command if needed, but the system is designed to need as little input as possible allowing a pilot to focus on other tasks.

Skilled Utopian drone pilots are a strange thing to watch. They effortlessly switch from screen to screen, processing what they see sometimes too fast for observers to understand. They will move their N-KIDU like a single vehicle in several bodies, coordinating fire, correcting for known "quirks" of a N-AI, and unleashing a mechanized wolf pack on their foes. All the while the control device keeps up a dialogue with them, always the reliable aide-de-camp. When a pilot has been using a drone controller for a long time, this might even result in the controller getting into arguments or issuing warnings and corrections. As the pilot learns the machine, so too does the machine learn the pilot. In keeping with other N-AIs though, Utopian drone controllers are still viewed as machines, treated just as poorly, and discarded when needed.

The Utopian drone controller follows all the rules of a standard drone controller, but can be used to deploy N-Kidu and N-AI capable drones. When the signal is lost the drone can be set to return to its control area, but most Utopian versions are quite capable of working on their own for extended periods. If inside the control area of the controller, the Utopian drones add 1 to their Drone:X actor type for for the purpose of skill tests only. This represents both additional information from the user, and shared information from other drones on their network.

Portable Sat Uplink

There are hundreds of satellites above Terra Nova be they civilian like the Hermes-72 network, polar military, corporate use, or even CEF versions. Sometimes upper atmospheric ash will make satellite use unreliable, but it still remains critical for communication in the Badlands where micropoles, ash, long distances, and a broken landscape can all make radio waves more of a hassle. This version features a small satellite dish that telescopes out from a central tube to improve signal resolution.

This equipment acts as a satellite uplink (when on a vehicle) or portable satellite uplink. It will allow the sending and receiving of large amounts of data from any friendly coms satellite. Keep in mind that the CEF invasion coverage is not total and periods of no coverage may exist, especially around the equator where satellite coverage is more valuable and CEF and Terra Novan forces jockey for position in space as well as on the ground. A satellite uplink will grant TB:1 to any attempt to make a communications roll. This bonus stacks with all other bonuses, but not other satelitte uplinks.

SURVIVAL EQUIPMENT

Ascender

This tool is a small but powerful motor with lock-in points for a carabiner or harness. When a rope is fed into it, the ascender tool allows the user to motor their way up the rope at a high rate of speed. These are ideal for extraction or rescues from a hopper, or quickly taking a team over a hill that a gear or skilled personnel scaled previously. The power cell is good for an afternoon of heavy use.

The ascender allows for movement of 10m (5in) when climbing. This equipment is often found in a mountaineering Rig.

Binoculars [G]

Used by civilians and some militaries, digitally assisted binoculars are still popular. While most soldiers HUI systems can magnify up to 4x, typical field binoculars have hand stabilization software and can magnify as much as 10x. Military models also include low light amplification and passive range detection (only about 70% accurate at distance) as well as very accurate active range finding.

Allows the user to see distant things without a range penalty. Laser rangefinding will trigger as targeting to most military vehicles, and soldiers rarely use it unless they are sure of their surroundings. Binoculars are included in the bonus of most FO and scout Rigs. Nightvision or low light units cancel any penalties for darkness.

Typical binoculars have a varitety of zoom settings. This includes x2, x5, x10, and x30.

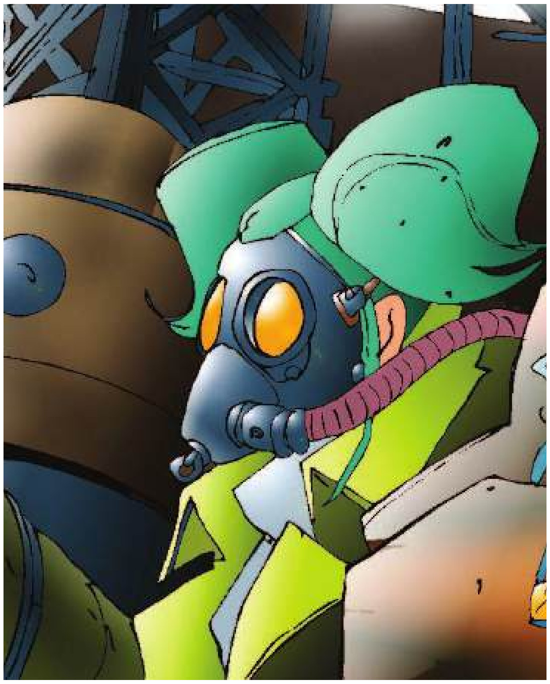
Dog Tags / ID-Tag

During the War of the Alliance, a universal identity system was set up by all Terra Novan sides. Too many pilots killed by CEF particle accelerators were coming back with tracker tags fried. The universal identification system has remained long after the war. Troopers are issued two extremely durable tags with basic demographic and medical information embossed on them. Tracker tags inside can provide the same information in case the tag is unreadable or for quick scanning at checkpoints. The back of the tags contains a small adhesive strip that - when removed - bonds with human skin. This will be attached at the right arm, or center of mass on more gruesome KIAs, for later identification. The adhesive can only be removed by special solvents (found in med kits) or by cutting.

Emergency Transponder Flares

A piece of civilian equipment based off a military analog, an ETF is a pencil sized piece of equipment used to call for help. After breaking a seal and twisting out an activation nub, the transponder sends out a powerful radio distress signal. Official Canerunner models have an attached flare that shoots twenty meters into the air, then burns for about ten minutes staying aloft via a small parachute that rides the updraft of the flare. Military versions may omit the radio signal, come in multiple colors for different meanings, or have different coded signals.

Radio signals last for 36 hours. Using a flare will grant TB:1 on any attempts to locate the user visually, and cancel -1d6 of any challenges for light or weather (assuming they are not related to wind). It will also cancel these same penalties to using sensors to find the character.



First Aid Kit

See Kits

Gas Mask

A plastic, face fitting filter mask will prevent most poison gasses, smoke, or dust. They are commonly used by police or military units deploying gas or even firefighters. Collapsible models are issued with standard military equipment. It will not protect against the worst chemical weapons without a full NBC Suit.

A gas mask will prevent damage from any normal gas weapons, but the Director may rule that some of the most toxic weapons require a special mask.

Grapnel Gun

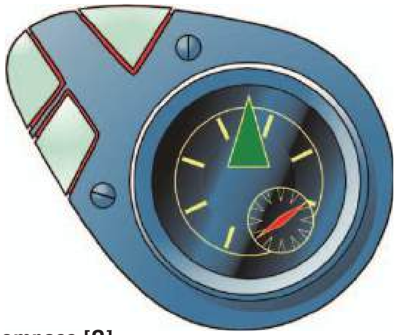
Used in space for external vehicular operations, this gun fires a small but powerful magnet trailing a cord. It uses small self propelled charges to avoid recoil to the user.

This gun has a range of 0-5/20, and a total of 30 meters of cord. Four charges are attached to it, and usually users carry one reload of cord.

Goggles (Sand, Dust, Wind, Gas, NIghtvision or IR)

Goggles are ideal for driving open topped vehicles in the desert, or for harsh conditions where sun, dust, or gas can make it hard to see. Most versions have built in sun protection and automatic sun darkening. Almost all badlanders own at least a pair. Military versions might be sealed against gas with anti-fogging plastic and fit with a gas mask. The most expensive goggles might also include HUI, night vision, or other upgrades.

Goggles will prevent any challenges for wind, sand, dust, or sun depending on the type. If sealed for gas, they will also prevent gas attacks (assuming the user also has a gas mask). Nightvision goggles ignore any penalty for darkness, and IR goggles give a TP:2 to attempts by an creature in the users line of sight to use stealth or camouflage.



MemCompass [G]

Terra Nova's surface is irregularly seeded with micropoles, making an ordinary compass largely useless for anything but short range navigation. A MemCompass uses an internal gyroscope and microprocessor to keep the user in line with uploaded map data and can track, navigate, and display this data as well as syncing it to other devices. It does so without the additional need or risk of sending or receiving data, making it an ideal tool for the deep Badlands or military operations.

A MemCompass will add +1d6 to all attempts to navigate by land, and remove any challenges for local micropoles. It can also be used as a 1d6 skill to navigate if the user wants to trust the compass to guide their path, but seasoned survivalists will point out that "the map is not the land."

Mountain Climbing Gear [K]

A basic rope, pitons, and hammer will get you pretty far. Modern military or rescue crews will also often make use of a piton gun to fire spikes into soft stone, though the range and accuracy of such a tool are poor. Ordinary climbing rope has not changed much in the past several thousand years, besides a modest reduction in weight and increase in tensile strength. High tech explorers, mountain based units of the Northern Guard, and ranger military units are known to use a full harness of paired equipment offering a hyper specific advantage for regions they intend to defend or assault. This would be covered by the Mountaineering Rig equipment.

Grants +2d6 to Athletics (Mountaineering). Limited Use. Blitz Mode: This Character automatically passes skill tests to climb.

Jungle Canteen

These metal or polymer canteens are common in the Mekong Dominion. The canteen acts as a shell for a sponge (a genetically altered Earth variant.) The sponge sucks up water inserted into the canteen, filtering out most bacteria and releasing safe drinking water. Up to a gallon a day can be filtered.

Target Designator [G]

Larger and more complex that an FO Rig, a target designator is a shoulder mounted targeting laser used to "paint" an enemy target for guided weapons. The user aims with a synced scope or dataglove, and the smart software marks and follows the target helping the user aim. A small radio backpack assures that the signal gets through.

This equipment grants TB:1 to a FO action and will stack with an FO Rig (but not a dataglove). This also grants the user a Target Designator like a vehicle.

Water Condenser

A condenser can be used to draw water from the air even in the harshest environments. The common model used by professional survivalists is about the size of a lunchbox.

Small portable models can generate a liter a day near the poles, and a quarter liter around the equator.

WFP Army Omnitool [G]

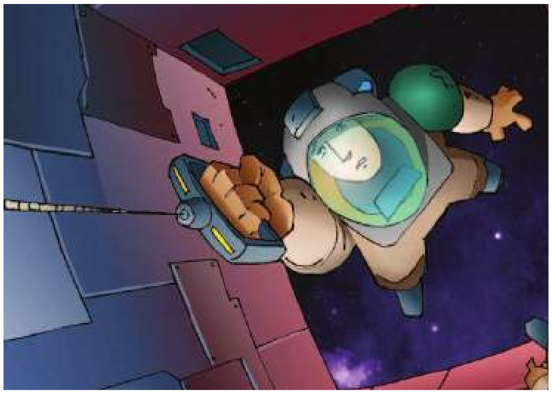
A large knife with a lot of utility, these weapons are famous for containing multi tools including saws, screwdrivers, fire starters, compass, small amount of fishing line or cordage, can openers, and dozens of other tools with many potential uses.

A heavy knife that also acts as a kit, providing +1d6 to specific skills having to do with Survival or Mechanics (choose when purchased).

Utility Balloon

While powered aircraft face many challenges on Terra Nova, lighter than air craft are popular for many purposes. In addition to the larger dirigibles sometimes found in the Badlands or advertising in the skies of the city states, small scale utility balloons are commonly used. Typically filled with hydrogen gas, a one-meter balloon can be inflated in seconds and sent aloft to provide lighting, wireless communications, or overhead surveillance cameras. They are seen commonly at construction sites, police checkpoints, or rapidly deployed military bases. The balloon fills from a separate backpack sized tank and will stay aloft for about 72 hours.

A typical utility balloon is just over a cubic meter, and can hold one kg of material. Standard line lengths are in ten-meter intervals. Versions with small drive fans exist and can be used to pass a small amount of cargo not exceeding 0.8 kg or a light pistol.



Rebreather

A device that cycles back unused oxygen to a user and allows deeper and longer dives or to persist in an atmosphere less dense than terran standard. Modern versions fit neatly over the mouth and include a noise canceling microphone for communication with other divers or the surface. Rebreathers can also be found on all space Suits and Caprican Pressure Suits.

A scuba Suit with a rebreather will extend dive time to 3 times the usual amount (about 3 hours per dive canister. In the thin atmosphere of Caprice, a human *can* breathe unassisted, but will begin running into trouble after a few hours. Rebreathers (along with a pressure Suit) eliminate this threat.

Rations

Ranging from the downright tasty freeze dried meals of hikers and hunters to the cheap but unsatisfying prepared food of most military forces, Rations contain enough nutrients for a full day of activity. The most expensive, lightest, and smallest civilian models might only be a tenth of a kilogram in weight while most soldiers have to make do with a 1kg model. They can be eaten cold or warmed on stoves, with some models containing a chemical cooking packet. Paxton Arms produces contracted "Ready Meals" used in both the North and South with a few NuCoal partners as well. It is a fact, universally observed, that the Springer with Rice flavor is "fine" while the Barnaby and Hopper Loaf is disgusting enough to cause complaints up the chain of command.

Without rations, a character may suffer the Starving damage result. Typical rations weigh one kg and have enough food for a full 36 hours of heavy exertion. Rations will usually include cawfee but do not include water by default.

Rations typically include an entree, side, candy, eating utinsil, and other small items that are useful to people in the field. To heat the entree and side, place 200 ml of water in the food pouch and let sit for 5 minutes.

Rope

While natural fiber ropes can still be found, modern versions are a composite filament cord about 1 cm thick. A rope will hold much more pressure if gently applied than it will suddenly, such as from a fall.

A 50 meter length of commercially available climbing rope will hold up to 5,000 kg before breaking.

YUM YUM PACK

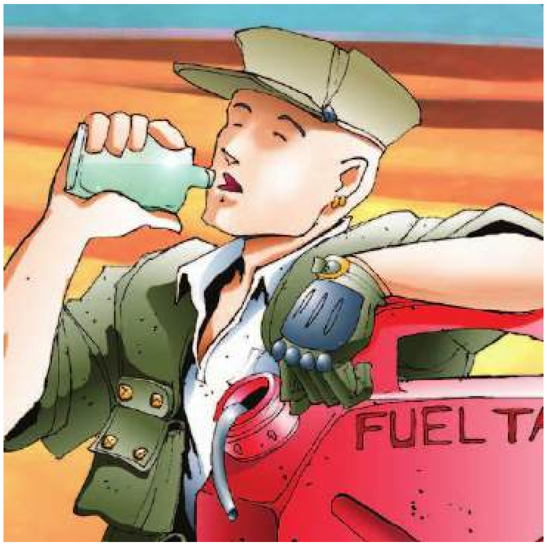
Raft

Usually made from modern self healing rubber, rafts include a one time use quick inflator and are made to carry between two and twenty people. Larger versions might require a box to carry, while those intended for a group of four can fit in a small satchel. The popular Marathon Survival EX design has an attachable electric motor with 2 hours use at 5 kph.

Rafts take one round per occupant to inflate. Gas canisters are small and interchangeable with those used on utility balloons. A typical raft can absorb light punctures such as from rocks or sticks, but stands no chance against a knife or bullet.

Survival Pack

A simple pack containing 3 days worth of food, water purification capsules, a bedroll, rain poncho and other simple survival tools.

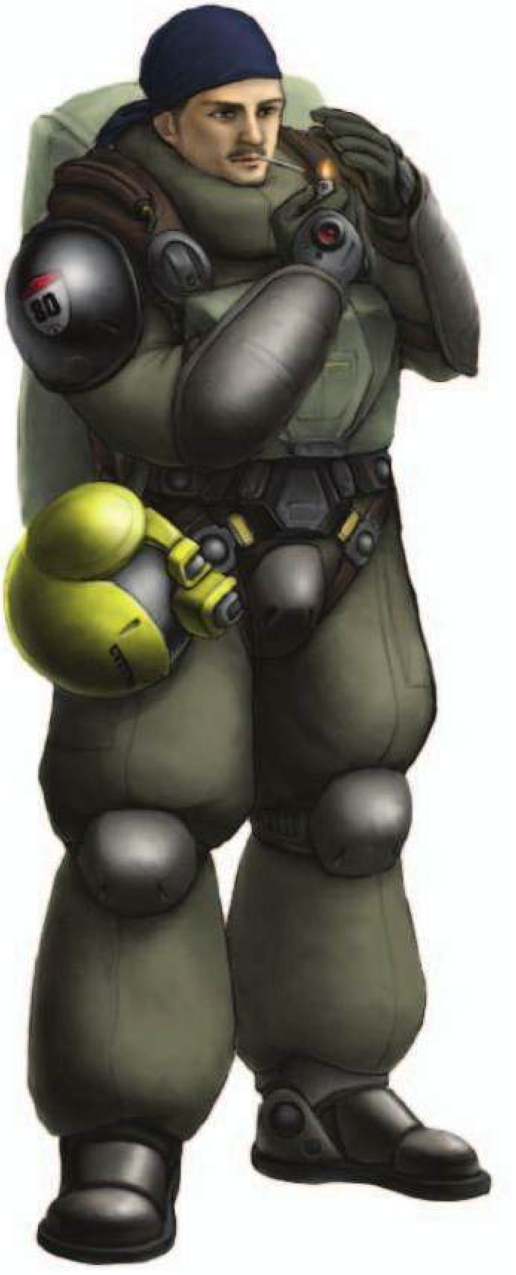


AERIAL GEAR

Parachute

A good thing to have when you find yourself falling from a great height. A standard model packs down to the size of a medium backpack and allows for basic steering. Specialty models and back up chutes can be machine sealed to a 20 x 20 x 10 centimeter package, but cannot be repacked. Their small size means a faster descent speed and no steering. Parachutes are also made for vehicles and heavy gears, the latter also allowing for limited steering via a connected mechanized winch. Black ops will make use of versions made from radar baffling materials.

Standard models allow the user to airdrop. Just opening a chute after leaving an aircraft does not require a roll. With a matching skill such as Gear Piloting or Drop Trooper Tactics, users can steer to a better position or accomplish a low altitude cute deployment. Landing in rough terrain will cause the user to take 1 point of damage on a 4+. Roll two dice if the terrain is dangerous. Miniaturized parachute models add a -1d6 penalty to any rolls to land and do not allow for steering.



Jetpack [S]

Jetpacks use a jet engine to push the user at a high rate of speed. This also has the added threat of placing them in an easy to see and shoot location while making a great deal of noise. Outside of a vacuum, this can be a problem. However, the CEF has made good use of these tools on GREL operations for shock and awe attack groups to quickly drop into a position. The bulky packs are usually discarded at this point. Civilian use of these is highly regulated because of the danger they pose to themselves and others, but still available to the wealthy and foolish.

This equipment counts as a Suit with the Heavy and Rigid flaws. It cannot be worn with anything heavier than medium flak (Arm: 2). The user gains MR: 6 (H) and can fly vertically to a maximum height of 60m (12in), passing over terrain. It is impossible to be stealthy when using one of these tools. Rapid release technology will allow a trained user to ditch the pack in two full round actions. The jetpack has enough fuel for ten minutes of full operation, can be used instead of a parachute for airdropping, and functions identically to one for rules purposes. When in use, the actor gains the VTOL actor type.

Hang Glider

Modern models weigh only a few dozen kilograms and can allow for long travel on the thermals of the Badlands if the user is skilled enough. This can also allow the user to fly to an area if the character has a high point to start from nearby.

ADDITIONAL EQUIPMENT

Portable Fabricator

A wide variety of commercial models are available, with most being about a 30cm cube. Different from the larger models common to homes, repair shops, or forward bases, they can be used to fabricate parts in the field. Most use a base filament of polymer, while more expensive models can cut from aluminum or even steel. They are power hungry and cannot cut more than a few items before needing a recharge. Portable fabricators also will require a mod for interface, and to remain level (and noisy) during the time of cut. A simple key might take only about 5 seconds, while something as complex as a fabricated machine part could take hours, with several cuts of different materials adding to the time. Most mechanics rely on the larger shop models, but expeditions or caravans will often have one of these along for smaller jobs or when the large models are impractical. Notorious for their long calibration cycles, these machines are also delicate and many a survivalist has had the bRight idea to drag one out to the Badlands, only to have it jammed with sand on the first day.

A portable fabricator allows the construction of parts with the Craft skill. Usually these are part of Workshops or kits already. High end models might allow construction of more complex machines, or add TB:1 or a Reliable dice to rolls. Filaments come in many material types, and typically take the form of 10 cm long rods (for printing) or 10x10x5 slabs (for cutting) or lengths in meters and decimeters for larger projects. Despite being portable, these machines are very delicate. Desert conditions will destroy them very quickly.

Single Function Fabricator [K]

These fabricators only do one thing such as cut keys, print documents, or computer chips. They are mostly found in the hands of intelligence operators, field mechanics, or the higher class of criminal.

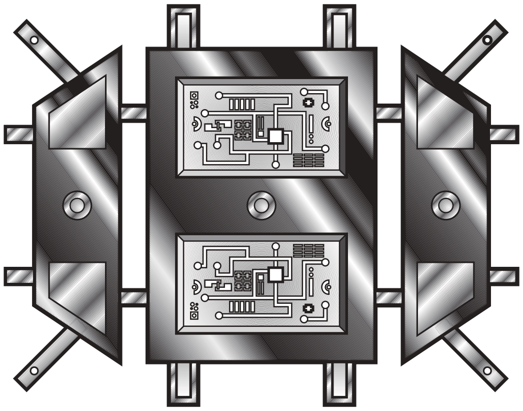
Purpose built fabricators are usually about the size of a paperback book and need far less calibration. They can attract the attention of the police. While a photo printer might be harmless, it is hard to explain the presence of an identity card maker to a suspicious check point guard.

Single function fabricators are a Kit. They give +1d6 to a single kind of Craft skill and allow the player to make the associated good. This replaces Kit bonuses. The more dangerous versions of these fabricators are banned most places and legitimate models come apart for easy inspection or may be registered with their governments. Advanced models provide +2d6.

NFC Chips ‘Tracker Tags’

Used for tracking everything from collections, inventory, and even soldiers, NFC chips are widely available for commercial, military, and civilian uses. Commonly called ‘tracker tags’, they can contain data of up to a Megabyte with the most expensive models into the low Gigabytes. They are usually sold in rolls of stickers and kept at around 2 cm square for convenience. Those used by spies might be as small as 1 mm and attached by an applicator (with a corresponding loss in data stored). NFC tags contain no batteries but instead draw power from magnetic induction from a reader. The user places a reader within about 10 cm of the chip (usually using a dataglove or mod) and the chip gives out data. While most need only hold a few bytes, the most complex models can store up to 8 megabytes of data. Most soldiers have NFC chips implanted via injection for identification in the field, with the back of the neck being a common site. It is important to note that they are only for tracking only. They contain no software, and cannot record new data, but only carry what was placed on them during printing much like a barcode or CD.

Basic tracker tags cost a few cents apiece and can hold about 24 kB of data. While they typically store tracking data like serial numbers or destinations, they could be used as a clandestine way to store data. Roughly 12 pages of plain text or one poor quality photo could be stored in this way. More expensive tracker tags can be produced for special circumstances with the best commercially available containing up to 0.5 mb of data. It is important to note that by default tags are read only, and special preparation might be needed to use them for more clandestine purposes.



Trideo Player/Receiver

Capable of displaying both 2D images on its screen or projecting true 3D images above its surface. While all broadcasts can be viewed in 2D, trideo is the most popular medium for big budget films or sports across Terra Nova and beyond. Power cells on a typical trideo player last for approximately one year of near constant use.

Trideo Recorder

A hand held device for recording images in both 2D and 3D. For simple models, the 3D is actually computer generated based on a range projection of data captured at the time. Professional models include two “tracker drones” that hover around the subject, catching it from multiple angles. The buzz of these drones is a common sound at press conferences and professional sports games.

Trideo Mementos

Trideo mementos are typically about the size of a coaster, but can be as small as a locket. They display a single still 3D image or a short looped video. The powercell will last basically a lifetime.

Data disks and ‘Media Disks’

Data disks and so-called media disks are functionally the same thing. A small optical disk protected by a plastic casing to prevent scratches. They are popular for all kinds of information.

While the Hermes-72 satellite network does allow for transfers of data, some materials are still banned by the polar powers. Typically it is seditious works in the South or obscene ones in the North. Data discs containing these materials have a wide market in Terra Nova’s criminal sets and are the principal way most Northern teens have seen such violent or pornographic Southern films as Agusta or L’appel Du Vide. In the Badlands, the reliability of physical media makes data disks of all kinds popular and vast libraries of media will often be traded around from homestead to homestead for years before wearing out. In the polar leagues, data disks have had a recent resurgence in both popular and military culture. Some lost a lifetime of cloud data in the big CEF hack during the invasion and are seeking something more solid. Meanwhile, corporate and military actors, paranoid about the advanced capabilities of the CEF and its allies, are making use of data disks as a means of assuring data is secure and can only be intercepted from a captured or dead courier.

Disks can be used to store any type of information from media to text, to programs, to trideo. The standardized format is 4 cm square casing. Standard disks come in boxes of 10 and can hold a Terabyte of information each.

Prospector Tubes [G]

These micro labs are ruggedly built and will determine from a given soil or rock sample what minerals are present. Usually different tubes exist for soft sands and soils or harder rocks, but both versions use laser vaporization to generate information to a synced computer.

Most models offer +1d6 and TB:1 to geology based skills. For presence or absence of a mineral, they will simply yield a yes/no and concentration with no roll needed.

ILLICIT AND ILLEGAL GOODS

Burner Mod/Cellphone [G]

An unlicensed or dubious licensed mod or phone can be found almost anywhere in Terra Nova. Some governments may sanction this tech, but they are still quite prevalent. These models are often poor quality, and bootlegged on existing networks. They are ideal for illegal activities.

Burner Mods will allow a character to hide their identity under a false name and information. Of course, authorities can still be able to locate them based on an active signal or even hack the device. Burner Mods follow all the same rules as Mods for the purposes of upgrades.

Skin Pockets

A somewhat grotesque body modification, skin pockets allow for small items to be concealed in a fleshy pocket constructed from a cloned section of the user's own skin. Skin pockets are often hidden near the folds of limbs to make them less visible.

The largest can hold no more than a light knife or light pistol (assuming it is a collapsible model). They offer no aid against electronic scanners and metal detectors.

Graffiti Drone/Drone Swarm

Street artists from the higher income brackets or teens in very industrialized areas sometimes make use of small drones to tag hard to reach or well surveilled places. A hacktivist group in Newton is even known for using a swarm of drones to paint ten meter wide murals in a matter of seconds. Each drone has its own color and follows a pre-programmed flight path to help 'print' a larger image.

Drugs

A vast number of natural and unnatural substances can be used to alter human's chemical states. It is up to the Director to determine the specific effects, but a list of some of the more popular substances is found below. Legality of these varies widely from Khayr ad-Din where anything can be found on the street, to the AST which legalizes (but regulates) most drugs, to the CNCS which has strict penalties against consumption or possession of most items on this list.

Combat Drugs: Stimulants and Uppers. They can keep you going on a long deployment, but tend to come with a crash when they wear out and inspire some to greater acts of violence. Some nations without much care for their troops will hand these out to soldiers at PL 1. They can be requested at PL 3.

Strat (AKA Stratosphere, Sky Juice, Dance): A pill based euphoric popular among SR party goers.

El Cid (AKA Mirage): An injectable hallucinogen that comes with a feeling of well being (or bad trips).

Booster (AKA Boost, Jumpstart): Tabs, Uppers. A civilian version of combat drugs that are far more dangerous and have been linked to countless acts of violence.

Dream Ice (AKA Konk): A gas that acts as a sedative and hallucinogen.

See the Drugged entry in the damage section for how these different styles of drug affect characters. Drugs can be used to patch Shell Shock damage, but overindulgence can itself be Shell Shock damage and make things worse. When no other system exists, characters roll 3d6 against a threshold of 4-8 depending on the dosage and their tolerance. Attributes and traits may help this roll. Failure will add a Drugged damage equal to the MoF and if this MoF would take the character past their Shell Shock, any remaining MoF becomes System Shock damage (representing everything from a bad hangover to a potentially fatal overdose).

ESPIONAGE EQUIPMENT

Gene-Boosting

Some forms of genetic alteration are common on Terra Nova and throughout the galaxy such as allowing same sex couples to have children, curing most cancers, and eliminating all but the most stubborn genetic illnesses. However, gene therapy to boost the effectiveness of average humans is largely outlawed, a hold over from the terror of the Prime Knights. Some governments do still engage in black ops to improve the physical capabilities of a human, growing organs and limbs that are capable of boosted performance. While much of this amounts to performance enhancement, some programs go well beyond human capabilities. Other planets tend to have similar laws on the books due to the collective memory of the Prime Knights, but almost all governments still have their own programs kept in quiet corners.

Gene-boosting is an arduous process and easiest to represent with Perks. The main difference between a gene boosted humans and their natural counterparts is in appearance: gene-boosted muscles have greater tensile strength per inch, skeletal modifications or heightened senses are invisible. Characters may choose any of their physical perks to be gene-boosted making them appear like an average person on first glance. They should also balance them with a flaw representing their illegality.

Additionally, characters in a team that is PL 7+ may have access to gene-boosting at Director discretion. This simply allows them to 'work' a perk as normal. Characters that are the subject of experimental tech may work a perk in half the time, but after doing so, roll a single dice. If it is equal to or less than the total number of levels of gene-boosted perks the character has, the character immediately gains two levels of flaws representing rejection or complications.

Micro Comms [G]

Separate from a low profile Tthroat/ear comset, a micro comm is a self contained communications device about the size of a pill. They have a short range and need to be placed in the ear to be heard, but are ideal for someone who might be searched at any moment.

These comms have a radio range of 2 km, though can use a local network or a synced satellite uplink at unlimited range. They can only broadcast on one of a few preset channels, with have a single twist selector and voice command interface. Most have a built in self destruct key word. Any comms skill test made with these is at TP:2. However, searchers face TP:2 when attempting to find a concealed micro comm.

Bugs and Tracers (PL 1)

Small listening devices. They range in design from fake pens, rocks, or coins, to little larger than a pill. Most not made to look like another item have a waterproof adhesive on the back to aid in placement. A tracer follows much the same principle, though has a longer range due to its simple design. If the bug loses signal (or is set to do so) it will capture up to 36 hours of sound, operating only when it registers noise, and sending its findings when it is reconnected. They can hear conversation up to 5 meters away with ease, but if there are multiple speakers or ambient noise it will take a post processing to isolate the speech.

Bugs have a range of 20 km to 2 km depending on their size, and are usually synced with a nearby network or satellite uplink. Tracers can be found at up to 50 km. Since they emit an electronic signal, tracers can be spotted by a clever comms specialist. As such, tracers can be set up to delay activation or only activate after receiving a signal, to prevent them being discovered too soon. Most have a built in self destruct key word. Any comms skill test made with tracers is at TP:2, however, searchers face TP:2 when attempting to find a concealed bug or tracer.

Bug Detectors (PL 1)

Small but powerful signal detectors capable of finding power cells or active comm devices within a short distance.

Hand held or mod attached versions can detect within 1m. Larger dataglove or wand units can check a whole room in thirty seconds. A stand alone Bug Detector (not part of a Rig or Kit) will cancel the TP:2 penalty for searching for a concealed communications device. It will also find any currently broadcasting device immediately.

Sweepers and Sniffers (PL 1)

Used for finding specific chemical signatures, these tools can help identify poisons, explosives, or other dangerous substances. Most need to sample the local air, and are very directional in nature. This means they lose effectiveness in high winds, sandstorms, or other 'noisy' environments.

Hand held or mod attached versions can detect within 1m. Larger dataglove or wand units can check a whole room in thirty seconds. These devices grant a +2d6 bonus to finding a specific type of concealed threat. For food or drink, they may require a sample scraped into a small sensing probe.

Spy Drones (PL 3)

Smaller and more specific than the recon drones found in the drone section, these mod controlled devices are the size of a baseball, and capable of moving on rolling nearly silently at slow speeds. They contain cameras and listening devices to get into a good position and collect data. Others might have room for a small payload, about the size of a coin, but enough to get a data disk or com in or out of dangerous territory. Utopians are said to have spider-like drones that autonomously collect data before returning to their home bases.

Range of these drones is rarely more than 120 m so as not to give away their signal. A user can also pre-program a route and trust the drone's 2d6 autopilot to make the journey. They are built from dark colors and stealth materials, granting TP:1 to find them (when they are still and silent).

Web-led Animals

The technology of web-leading is something of an atrocity. Animals (often cats, flappers, hoppers, or other small creatures) are implanted with complex machinery. This, along with training, allows for limited control over their actions. Espionage web-leading is more advanced than the obviously cybernetically altered dawgs used by Humanist Alliance Protectors. On the surface, they look like ordinary animals. Corneal mounted cameras and cybernetic ears collect data and allow them to serve as ideal spies. The Humanist Alliance was the only nation making full use of the technology. With their disintegration, most other nations have gained knowledge of its use or developed their own pilot programs, but ethical concerns remain. Rumors of web-led humans abound, especially from Caprice or Utopia, but little hard evidence exists.

Because of their expense, ethical concerns, and the technology Web-Led requires PL 7 outside of the known legal use of police dawgs (which are PL 3). Web-led animals follow the rules for bugs and tracers above, with the advantage of being much harder for an unsuspecting enemy to spot. If operating 'radio silent' the animal will follow its programming and silently collect data making it almost impossible to spot. They use 2d6 for skill rolls representing onboard computer AI, and will gain an additional +1d6 and TB:1 to tasks the animal has evolved to do (dodging for prey animals, tracking for dawgs, or sneaking for cats). Web-led animals double their normal Shell Shock representing both training and mechanical control.

Sub-Dermal Voice-Mod (PL 1)

These simple cybernetics are built into a user's larynx allowing for modulation of the aspects of their voice. Though this tech is easily built into phones or Gadgets, this allows an agent to have the tool on at all times and secretly. Civilian models are commonly used to repair damage or improve the sound of someone's voice.

These modifications grant a TP:2 to identifying a character in disguise and make it impossible to identify them by voice alone, so long as they say nothing that gives them away. For civilian use, instead add +1d6 to actions based on speech. Pop-stars are often accused of having voice mods, while a few flaunt them working strange vocalization, auto-tune, or robotic voices into their ordinary stage persona.

HUI Contacts (PL 2)

The micronization of an existing HUI interface, these contacts are often used by secret operatives. They are paired to another device and display data from that device. This allows for longer charge time for the inbuilt battery cells (typical battery life is 6 hours without a charge). Because the contacts are a display only, their loss does not represent a data loss risk. The contacts themselves are not perfectly clear, but the machinery is built to match the color of the user's iris. Long term use or use in the open desert is not recommended.

The contacts act identically to an HUI device, but do not incorporate low light or altered vision enhancements. Wearing them all day will require a independent roll to not develop a -1d6 damage penalty from blurred vision. Nightvision contacts ignore any penalty for darkness.

Knockout Gas (PL 3)

These gasses can cause unconsciousness in people with heavy exposure. Deployment methods may be singular (from a concealed Mod, jewelry, or tool) or as a gas grenade. These chemicals cause unconsciousness, but may lead to death without administration of an antidote, preventing their wide use for crowd control agents. The antidote is similarly small, and administered by high pressure injection.

Once exposed, the victim must make a independent roll. The difficulty is 10 + MoS of the attack - System Shock Limit (4 for a standard human). For each MoF on this independent roll they take a -1d6 System Shock damage result for drowsiness, passing out at -4d6. Because these attacks are usually by surprise, the attacker will often have a high MoS. Gas masks or filters will prevent the gas. If the antidote is not supplied within two minutes, the victim must roll 1d6 for each level of damage.

- ▷ 1-2: The damage becomes lethal and that die is converted to a -1d6 Internal Injuries result.
- ▷ 3-4: Nothing happens.
- ▷ 5-6: That die is removed.

This process continues until the user loses all dice and wakes up, the antidote is applied, or they die.

Mono-Filament Climbing Gear (PL 5)

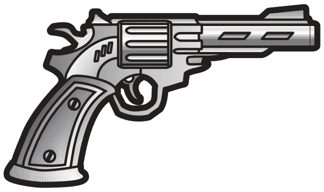
A specially made cable, thinner than thread, this mono-filament is capable of supporting 200kg. It comes in spools of 50 meters. The user must be very careful, because the thinness of the cable means it will slice flesh like a razor. A special containment case about 10 cm x 5 cm is needed for its use, and includes a knotting tool to attach it to a point to be rapelled from.

The mono-filament can be used like an ordinary rope to a length of 50 meters. It follows the usual rules and bonuses of climbing ropes. If used as a garrotte, or accidentally touched it is treated as a Small Vibro-Knife. Special gloves allow users to touch it without harm. If it breaks it will shrink up to the holder and knot point, potentially shredding flesh in the process. These tools are absurdly expensive.

Synthetic Alcohol (PL 3)

Synthetic Alcohol comes in a number of variants and brand names. These chemicals bind to the same receptors as normal alcohol, causing a mild feeling of goodwill, but do so without the neurological risk meaning no slurring, stumbling, or danger of death from overuse. You can drink as much as you want and never get drunk. Typically, synthetic alcohol costs four times the usual rate. Sadly, daily use has been linked to rapid development of multiple cancers. As such it is not available for public sale outside of prescription use, black markets, or unregulated states.

Synthetic alcohol is indistinguishable from normal liquor to taste, smell, or even initial consumption, but users will soon find they get no more than a mild euphoria from it. It is ideal for agents that need to blend in at a party.



POLICE EQUIPMENT

Badge

Far more than just identification and pride, a badge of a modern peace officer is a tool in its own Right. Most contain NFC trackers that keep tabs on the officers position checking in and out every time they enter their vehicle or higher security buildings. Some badges also include cameras or audio. In a few nations such as the SR, badges have a button that when pushed, disables recording on all nearby civilian devices with the mandatory government software installed. Officers must account for every button push with a form, but enforcement is rare (unless the officer is corrupt against the Republic). Most badges also store important biometric data, making it very difficult to impersonate an officer, that is, assuming someone has the time to verify the match.

Dawg Drone (PL 1 for Utopia, PL 4 for all others)

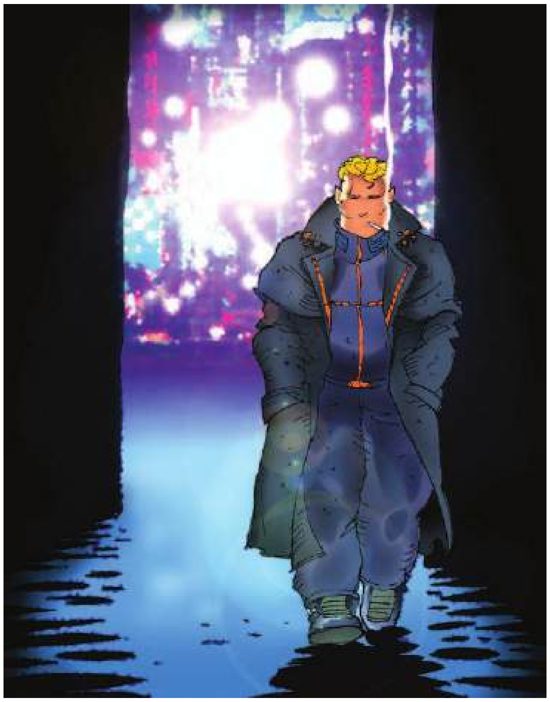
Used by the higher tech police forces, and similar unts are seen among Utopians, these drones are four legged and the size of a large dog. They record information, carry gear, and can even be programmed to attack a suspect with less lethal weapons such as a stun rod.

The drone follows the usual rules for a drone, and has AI: 1d6 for autonomous actions. It is treated as a vehicle with Arm: 1, HI: 2, and MR: 4”(I).

Handcuffs

Modern handcuffs can be “dumb” locks of plastic or metal, or include a radio frequency lock which can be triggered from a distance and is harder to fool or pick. Police in mass arrest situations also fall back to the humble cable tie, though modern versions have a special tightening lock that prevents them from cutting off circulation.

Breaking modern handcuffs without a tool is essentially impossible. Cuffed characters take -1d6 to any actions (-2d6 if they also cannot see what they are doing). Picking the lock on a dumb handcuffs is Dif 6 while high end smart locks are Dif 9.

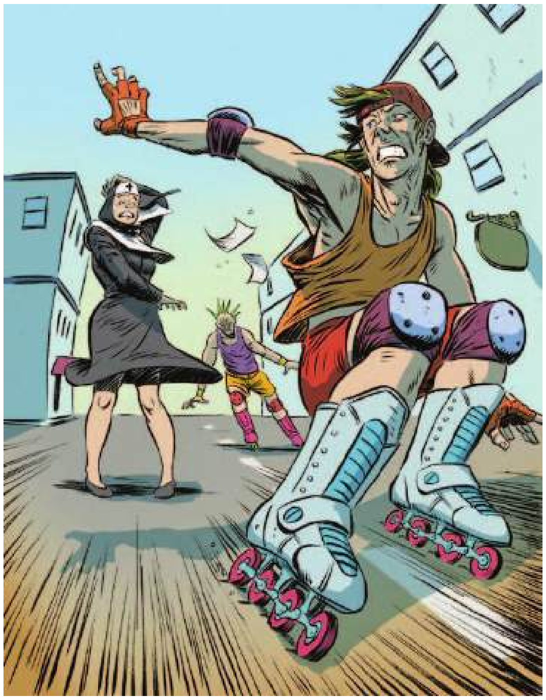


PERSONAL TRANSPORT

Electro-Wheels (PL 1)

Small electrical engines and high storage batteries have allowed for a wide array of personal transportation devices such as motorized bikes, rollerblades, single wheel boards and the like. Most major municipalities regulate these devices to prevent total traffic anarchy, but there are always young punks that are willing to break the rules and live fast. Particularly in the mega city of Gomorrah, gangs of 'Buzzers' are known to frequent the lower levels causing mayhem on their personalized rides.

Whatever variety of wheeled transport used, the effects are largely the same. These vehicles grant a MR of G: 6". Very few of them are built for off road use (though you can expect some badlanders to try it anyway). They treat all difficult terrain as dangerous and anything but level flat surfaces are difficult. A typical device has a charge for about twelve hours of normal use, or four hours of All Out.



MILITARY EQUIPMENT

White Sand Protective Gear [S] (PL 3)

White sand has proved an engineering holy grail for centuries on Terra Nova. The best the nations have been able to do is make resistant skins and coatings, but the sand breaks down these over time. Treatment for burns is also difficult since most things used to remove the sand will also be damaged by it. Treatment kits consist of a gel to collect the sand and scraper to get it off. Thankfully it is not a common problem for most soldiers. Rumors persist that the Koreshi Sandriders have found a way to defeat the sand, walking among it unharmed and even using it as a weapon. These rumors are widely debunked by polar fact checkers.

Vehicles covered in this equipment or people wearing protective Suits will ignore the first level of damage from white sand each time they would suffer it. However, if they take more than one level of damage, the Director can say that the protection has been eaten through.

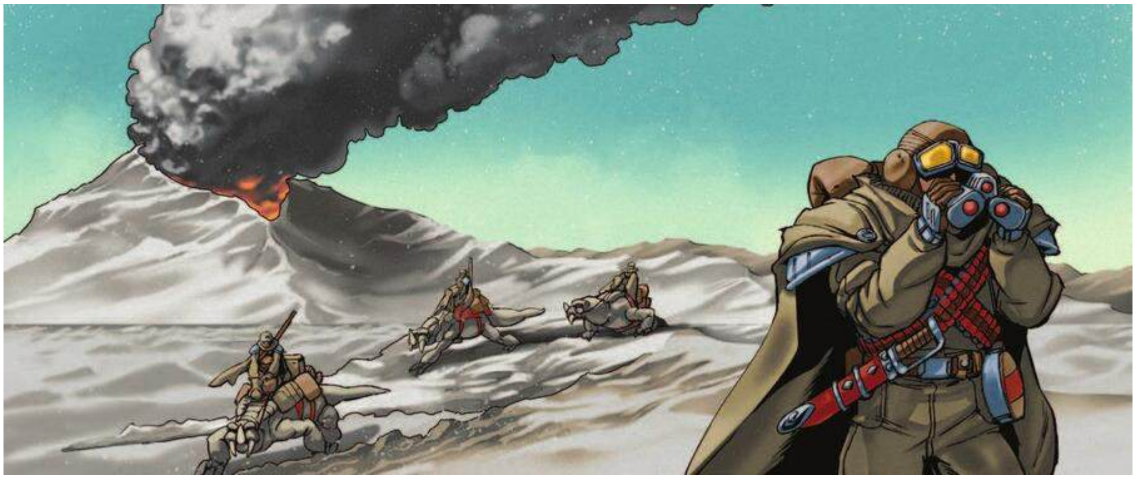
White Sand Treatment spray will cancel the Corrosion damage result and remove the White Sand without further damage. Without the spray, the character trying to remove the sand will have to find something to scrape it off, a process which takes twice as many rounds to apply the fix.

Koreshi Sandriders do in fact have a special coating applied to their clothing and weapons that protects them from white sand, but it quickly degrades outside of desert conditions and the Sandriders guard it jealously. For Koreshi, this is a Suit with Arm: 2 that also acts as a desert Suit while preventing white sand exposure entirely. If the Suit is damaged, treat it as white sand protective gear above (though it retains the armor).

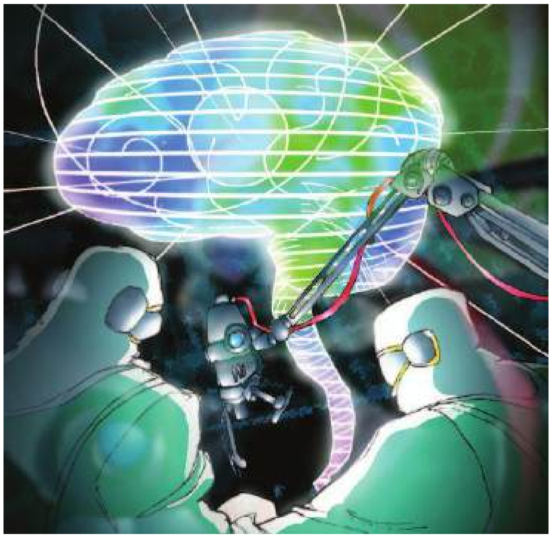
Animal Armor

Animals ranging from attack dawgs to barnabies can be armored against ballistic and edged weapons. While such armor is uncommon in the modern day and age, it can still be found on elite K-9 units, or the more exotic riding beasts of Eden.

Armor built for an animal will give it +1 Arm at no penalty, or +2 Arm with a TP:1 to dodging, swimming, or other agile actions. Flying animals cannot be armored.



En Koreshi moving through White Sand around Mount



MEDICAL EQUIPMENT/DRUGS

Surgical Field Unit

An operating theater that can be deployed on the battlefield. A small inflatable dome is placed over the patient to allow for sterile surgical conditions. The surgeon performs their work with attached gloves and a camera inside the dome. Accompanying equipment can provide diagnostics, oxygen, and fluids to the patient. It takes about ten minutes to prepare to operate. The whole kit weighs 20 kg and fits in a large hardened backpack or duffle.

A surgical field unit allows a [K] or [R] piece of equipment to count as a Workshop for performing fixes or preventing deteriorating wounds. However, it cannot provide long term care of physical therapy.

Diagnostic Scanner [G]

A hand held device often incorporated into a Data-glove, this scanner can measure heart rate, breathing, and temperature from camera input alone. Two detachable monitors are also included, one that adheres to the skin (usually the temple or chest) and another for blood samples. They do not provide any analysis of the data but are vital for systems that do.

Diagnostic scanners are a Gadget [G] that can provide +1d6 to medical related Skills. They might also be used by a trained observer to give a bonus during investigation or interrogation by noting changes in heart rate and breathing.

Painkillers

There are numerous varieties from pills, to injected drugs, to analgesic gels. They can be found in all first aid kits and synthesized or dispensed by medical Rigs and Data-gloves. While most common pain medication used in hospitals is much safer than modern equivalents, expense or practical lack of facilities can mean older methods with side effects or risk still can be found.

Each dose of painkillers will patch -1d6 of System Shock damage. After the first dose, a character must make a independent roll (traits like Healthy or Unhealthy affect this roll). Failure will still patch the damage, but give the character a -1d6 Intoxicated Shell Shock damage as well. Failure by MoF 3 or more will give a -1d6 System Shock damage (the effects of an overdose) and may be life threatening.

Anti Anxiety Drugs

Various kinds exist to prevent shakes, calm nerves, or provide a happy fog. Drowsiness is a common side effect. The Humanist Alliance was known for a plethora of different versions that could be administered daily in small doses and the Southern Republic in general is known for heavy usage among the populace (though one could hardly blame them given recent events). Most military first aid kits will also include some of these "happy pills" to help soldiers deal with the trauma of injuries or get some rest when they really need it.

Anti-Anxiety Drugs can be used to patch Shell Shock damage. Each dose numbs up to -1d6 of damage. This caps at -2d6 for over the counter pills, but stronger pills can continue to be dosed as much as needed. After the first dose, a character must make an independent roll (traits like Healthy or Unhealthy affect this roll). Failure will still patch the damage but also gives the character a -1d6 Intoxicated Shell Shock damage as well. After -4d6, in damage most characters become so content or disoriented that they can no longer operate.

Sleeping Drugs

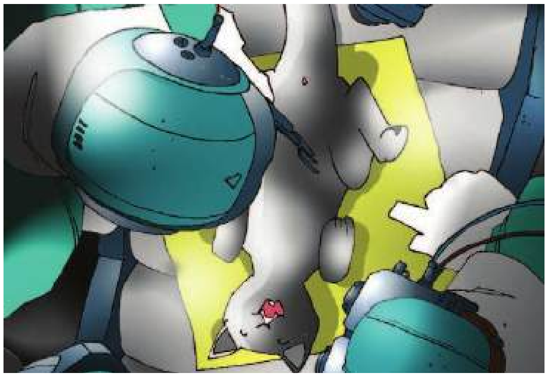
Constant research and innovation of sleeping drugs has created sedatives that are non-addictive and very hard to overdose on. They can be found over the counter almost anywhere as a gel pill.

These drugs will Patch up to -1d6 of Shell Shock damage for each dose taken, replacing the damage with -1d6 from Drowsiness. After the first dose, a character must make a independent roll (traits like Healthy or Unhealthy affect this roll). A MoF of 3 or more results in lasting drowsiness and nausea for 18 hours after the doses wear off.

Antivenom Injector

These ampules come in a reinforced steel "pen" and contain a cocktail of different antivenoms for the most common regional threats. They prevent venom from damaging the body, but do not reverse damage that has already occurred. Thus, it is important to get them as soon as possible. In the Mekong jungle these pens are standard issue to most soldiers and jungle workers.

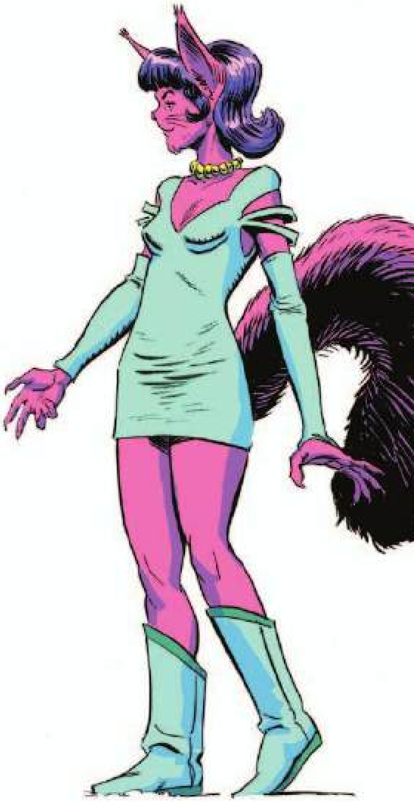
A dose within one round of being exposed to a venomous bite will lower the difficulty of the roll by 4. For each time the victim has had to make a health roll that has elapsed since the poisoning, this effect is reduced by one point. Second doses can also help, but only reduce difficulty by 1. A third dose has no effect. This all assumes that the victim has the Right tailored antivenom in their injector. Specific antivenom is need for each individual animal. There is also a chance of an allergic reaction, as high as 1 in 5.



Stabilizers

Stabilizers are drugs that prevent bleeding, restore lost fluids, or help stop a patient from crashing. A wide category of drugs, topicals, devices, and treatments, they affect the game in the same way. These are more than simple bandages and dressings, representing miracle drugs in more limited supplies.

A medic can prevent deterioration from most basic wounds with first aid, but stabilizers allow them to do so for serious life threatening ones. If supplies of these drugs matter for the theme of the game, it can be assumed that a Medical Rig or Kit has 2 doses on hand and one additional dose for each bonus die of the kit. Compact kits usually do not contain a dose. Workshops will have all they need on hand unless overwhelmed with large numbers of patients.



LEISURE

Khodaverdia [G]

The holy book of the Prophet Mamoud sacred to the Revisionist faith. Copies can be found readily all across Terra Nova (though most heavily in the North). The Gentle Prophet was well known for his distrust of recording devices and as such paper copies of the book are popular among adherents to the faith. Some popular versions have a trideo player mounted into the cover that can be used to display popular recordings of sermons. With the CEF's return, versions featuring Thor Hutchison's war era sermons have had a surge of popularity among hardliners and new converts.

Holy books have great significance when used as a prop, or to inspire true believers. They are a [G] in this respect but grant no other direct effects.

Paper Books

While nearly all reading is done on devices, paper books still exist particularly for emergency manuals. With less demand and a largely paperless society, paper books are usually more of a status symbol or luxury item. That said, cadlanders will go to lengths to get paper when they can for its reliability and tradability.

Body-modification

Between advanced plastic surgery, biosafe materials, and genetically grown artificial parts, humans have more control over their appearance than ever. Humanity's wide scale acceptance of LGBT identities has meant less people feeling the need for gender affirming surgeries, but they are readily available for those that still require them and not considered controversial except by only the smallest minority of people. Boutique body modification is a process undertaken mostly by young people, pop-stars, or the rich and famous. More popular in the south, the city of Ashanti was particularly known for this where one might find a youth in a six cup bikini top, sporting horns, or colored green. Almost anything is possible if one has the money from animal eyes and synthetic fur, to androgynous characteristics or complete facial reconstruction.

Body-modification can be used to completely change one's appearance or even mimic the appearance of another. This process would be the same as working a perk. Because beauty is in the eye of the beholder, boutique body-modification can provide up to TB:2 or TP:2 to Social skill tests depending on the observer.

Live Contacts (color changing)

Popular among youth or at parties (and also used by spies) these simple contacts change color on demand, controlled by a synced device. They can be programmed to be mood reactive, change by the time of day, or react to sound or music. Prolonged use can lead to dry or red eyes.

Light Cloth / Video Cloth

A form of synthetic cloth that features woven RGB fiber optics or LEDs, this cloth can be programmed to change color or print on command. More expensive (and trendy) versions are clear, and play videos (often short repeating segments). While tactical uses have been found for these garments, the color bRightness and heat tends to be a give away to sensors.

Smart-Can

The constant companion of hoodlums and street artists, a smart-can is a large aerosol spray that can be live mixed to produce almost any color. The can is refilled with cartridges and has enough paint and spray medium for about 20 square meters of wall coverage.

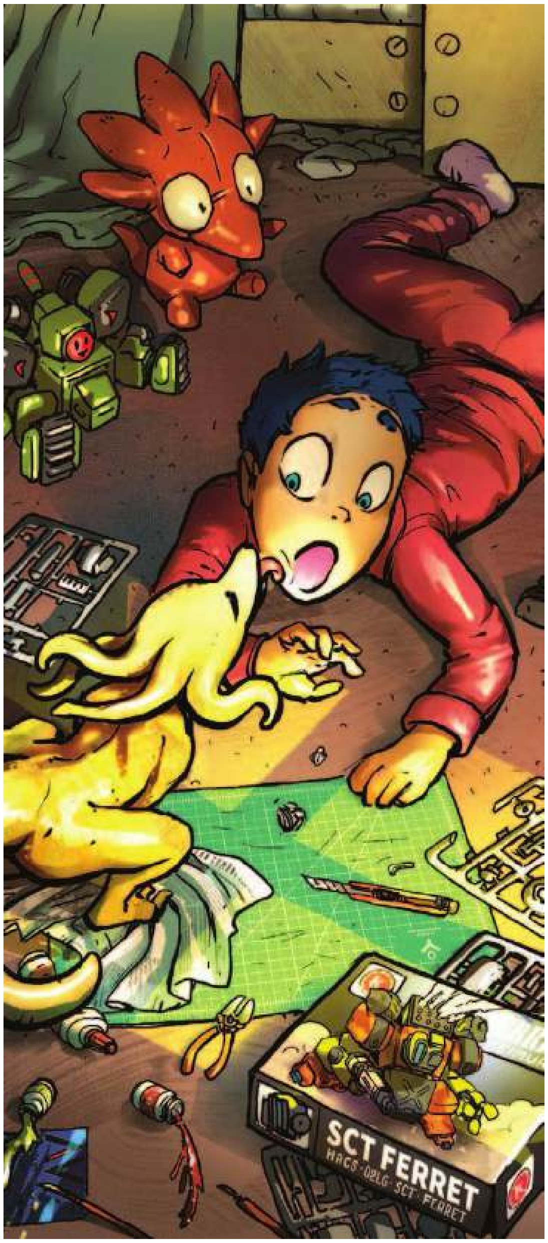
WBTS Pack: Weird But Tasty Snack Pack

An expansion to Terra Nova's wildly popular food franchise, the WBTS has fascinated and horrified CEF invaders. These individually wrapped build your own meal kits feature a novelty food lab created to provide "unique" eating experience and fantastic taste. The kits come in three popular flavors: Fungus Fajita, Slug Jerky, and Just the Eyes.

For the poorly supplied, highly irregular, or cruelly minded, each pack could be a single ration.

Trideo Games

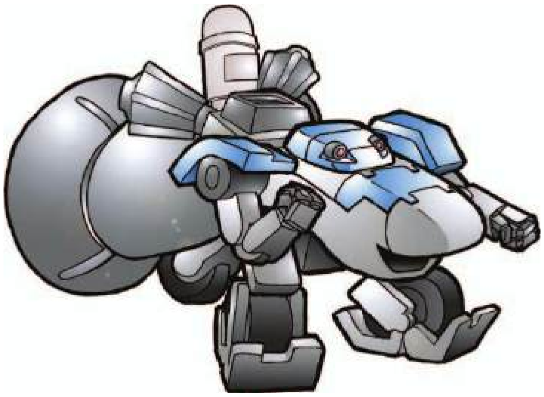
In addition to common VR and video games, trideo games can be found in major arcades. The spectacle of three dimensional martial arts violence, hypnotic rhythm games, or over the top sports draw youths from afar.

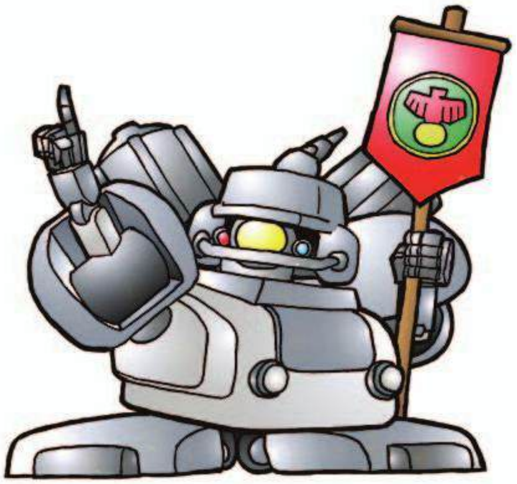


Mini-Gear

"Build it at home. Battle with friends. Innovate and Dominate". The Mini-Gear (™) is a popular post inyerpolar war product. These 30 cm tall heavy gears can be printed at any home fabricator or purchased from many stores. The standardized system allows wide mixing and matching of parts. Cameras and sensors on the gears allow for remote control laser light weapon battles between players. While hardly a weapon of war, occupying forces learn to fear anything which can readily become an IED and the laser lights used can appear to be those used by military systems to a green crew member. Some gear pilots are known to set up dueling rings for Mini-Gears and the associated gambling or fistfights has commanders of all nations annoyed. Timmins based Sol Industrial-Designs still controls main development, while allowing a vibrant marketplace for user mods. it is rumored they will be rolling out CEF designs next season.

The bots have a range of about 30m from a Mod or any distance on a wireless network. They are not secured against hacking, and jamming them is trivial for even basic countermeasures (Gears without the ECM trait can still attempt to jam or shut them down). Still, a Mini-Gear can carry explosives up to the size of a medium hand grenade, making them excellent weapons of resistance or terror.





PERSONAL EQUIPMENT 09

FAMILY OUTING

The four propeller engines on the search and rescue drone hummed as they twisted in their gimbals. Three out of four moved in perfect synchrony, while the fourth was stuck. Kristine Dillon said nothing, but watched as her son Hazel stared at the drone. As soon as the calibration stopped, he started disassembling the engine. He made the same mistake he did last time in taking off the external cowling, but caught himself before he got too far. A sign of improvement. Once he got it open, he hit a wall. The boy attached his dataglove to the drone and started flipping through diagnostics. Kristine was just about to help him when her wife texted.

"Let him do it.'"

She looked over to the jetcopter parked a few dozen meters away. Through the tint of her goggles, she could make out her wife Grace smiling at her. She loved that woman, and her sixth sense had saved their lives before, but damn if it wasn't annoying when she turned it on Kris.

"I wasn't going to stop him," she texted back from her mod.

Grace replied with a three second video of Scrappy Springer shouting 'Get Better Lies!' Kris laughed. She and her wife had started Dillon Search and Rescue back in the 30s. The company was big enough now that they didn't need Hazel to work for them. But getting him trained up had just felt right, even if the 17 cycle-old would be in school for a while still. Besides, she enjoyed a family outing to the Westridge trench testing equipment more than something dull in Prince Gable. Hazel was a fast study. With the mistake fixed, he stepped back and powered the drone again. This time, the calibration worked.

"A cluster port was backwards," he said.

"You got it," Kris replied. Hazel sent control of the drone to her mod. She sent it right back to him.

"No no… You did the setup. You get to fly it." Excitement flashed across Hazel's face, as if he didn't believe her.

"Really. Fire it up," she said. "Give your mom a ping on the 'copter and let's see what we can find."

Hazel pulled his mod off the data glove and slid control stick attachments into place on it is sides. The drone buzzed to life, lifting off the Badlands floor, then sped off into the distance. Kris moved slowly and carefully to snatch a pic of him while the boy was distracted. She sent it to Grace. He looked so cute, his recent teenage angst melting for a moment. A moment later Grace came in over her comm radio.

"Kris, do you see this?" Grace's voice was professionally calm. Kris's heart sank, and she flipped screens to a readout of sensor data the drone was sending. The drone had detected several vehicles signaling to each other one ridge over, but not on any civilian band. Then the scan went dark. Out here, that could mean almost any clandestine military op. It wouldn't matter which side if they thought their cover was blown.

"I see it. How long do we have?"

"Two minutes? Ten? I don't know…"

"Let's plan for two."

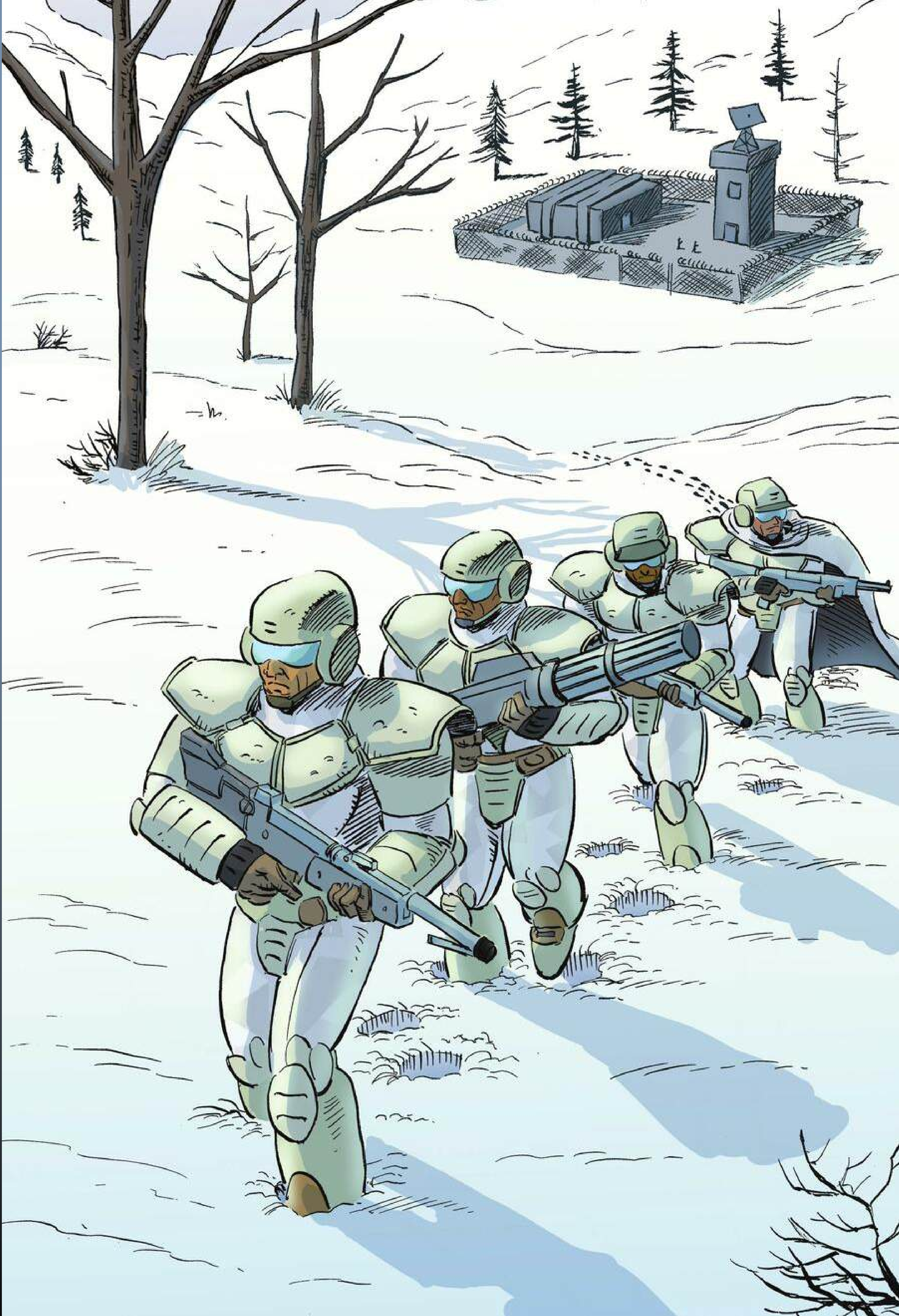
Hazel looked up, suddenly aware that something wasn't right. Kristine touched him on the shoulder to calm him, then leaned over and touched his mod, setting the drone to autopilot.

"Back to the 'copter. Now." she said. They left the tools behind and ran back as the autopilot warmed up the jetcopter.

"You know, Kris," said Grace after she and Hazel were strapped in, "we could have gone to see the Olduvai exhibit today." Kristine laughed and gave her a peck on the cheek.

"Okay. Next time, you can choose," she said. Then she jumped into her seat and hit the throttle.

WEAPONS & ARMOR 10



WEAPONS AND ARMOR

WEAPONS ON TERRA NOVA

Humankind has often shown an adeptness for killing itself. Modern firearms have pushed the envelope of chemical powered projectiles to the practical limits, but the principles remain the same. The best way to survive a gunfight is still not to be in one. Most guns on Terra Nova are usually modularly built with a core consisting of the receiver and most internal workings. The rest of the weapon - the grip, barrel, stock, sights, everything - is modularly added. The 62nd century industry term for the core of a gun is the "weapon frame." Frames are typically made of metal, next gen-ceramics, or - if weight is a concern - expensive heat resistant plastics.

The same frame might have a long barrel, stock, and sight attached and function as a sniper rifle, then – with a quick change of parts – be stripped down to a high-powered pistol. In general, the size of the frame will determine what it can do. Almost all frames have built in smart devices such as ammunition trackers, user security preventing others from firing them, or a plethora of gadgets from lights and sights to trajectory recorders and underslung secondary weapons.

Single purpose weapons are still produced and are usually called "prebuilts". They have some advantages over the frame weapons in that they are more durable and have less areas for dust, sand, or mud to infiltrate. Additionally, militaries that must move rapidly, are strapped for cash, or have a very fixed or limited ToE will also make use of prebuilts. Badlanders in particular like them for their durability. Prebuilt revolvers can also still be found partially for their simplicity, but more commonly due to the popular movie series *The Rover* which featured a protagonist armed with a massive six-gun. Most larger weapons such as support weapons, launchers, or lasers are also prebuilts, as are melee weapons (for obvious reasons).

RANGES

Ballistic weapons usually have much greater effective ranges than those listed here. The ranges below are considered effective ranges for a skilled user firing with minimal aim time (I.E. the most common situation for frenetic battle). They can be improved with aiming, very skilled shooters, or ideal conditions. Ranges are given in meters for narrative play or a general idea of what is possible. Longer range shots could be possible but with a Director imposed penalty. Blitz Mode uses even shorter ranges to represent a frantic battle on a reasonably sized table. To determine range in Blitz mode, simply drop the last 0 (divide by 10)from the weapons range to determine range in inches.

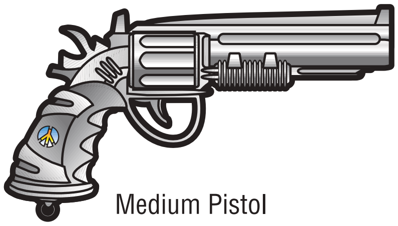
By using a full round action to Aim, these ranges can be doubled, and Directors may allow shots at even further ranges at their discretion. The maximum range of a sniper rifle under perfect conditions is not going to go over 4km though, as the bullet simply runs out of force. Smaller weapons, or shorter barrels will fall off even quicker at around 1-2KM.

INFANTRY WEAPON PRIORITY LEVELS

Readers will notice that infantry weapons are generally lower than vehicles. This is because the technology itself is simply not complex, expensive, or dangerous enough to rate higher rankings. However, some units might have cutting edge, customized, or specialized weapon systems capable of much greater performance. Players and the Director should make use of the modification system for small arms to represent the upper levels of military hardware.

WEAPON STATS

- ▷ Weapon Type: The base weapon name. Dozens of manufacturers exist, so the specific name of the weapon is up to you. If it is bold, it is classed as a Heavy Weapon which may require a different skill or perk to use effectively.
- ▷ Range: In Narrative Mode this is the range - in meters - that the weapon can effectively fire. for Blitz mode, divide by 10 to determine the range in inches. The first listed number is optimal range. Shots at less than or greater than this distance will suffer a penalty -1d6. The second number is the maximum range the weapon can attack from without a full round of Aiming.
- ▷ L, M, H: The weapon classification for Light, Medium, and Heavy. Heavier versions may be bulkier to carry and can often only be fired without penalty by stronger Characters or with the help of an exo-system.
- ▷ Traits: Special rules that apply to this weapon. See the Weapon Traits section for a full explanation.
- ▷ Frame: Given as a yes or no, this weapon is typically built on the frame system and can be switched between any other frame weapon if the parts are on hand. Additional frames are a .5 Burden item.
- ▷ Ammo: The listed number is the number of times the weapon can be used to attack with until it needs to be reloaded. One point of Ammo can represent a single rocket or a burst of machine gun fire. Weapons with a '-' never need to reload. It is assumed that a character carries enough additional reloads for most engagements (5 reloads if an exact number is needed) with small arms. Heavy weapons must track their total reloads, and each reload weighs 1 Burden Point.
- ▷ PL: Priority Level. If a weapon has multiple classifications (L, M, and H) then the number is the PL for Light. Each increase in class will increase PL by +2. Modifications to the weapon may increase or decrease this level. Remember that PL does not just represent cost, but also how likely command is to want the weapon deployed to the front lines.



Medium Pistol

RANGED WEAPONS

Below is the list of ranged weapons availabe to characters.

Ranged Weapons								
WEAPON TYPE	RANGE	L	M	H	TRAITS	FRAME	AMMO	PL
Anti-Heavy Gear Rifle	60-180/360	4*	5*	6*	Advanced, AP:1	N	4	5
Anti-Air Missile	60-180/360	5	6	7*	Brace, Flak, Guided, Indirect, Missile	N	1	3
Anti-Drone Rifle	60-180/360	-	-	-	Non-Lethal (No Damage), Haywire	N	4	3
Anti-Vehicle Missile	60-180/360	5	6	7*	AP:1, Brace, Guided, Indirect, Missile	N	1	3
Assault Rifle	0-90/180	1	2	3	Burst:1	Y	6	1
Auto Shotgun	0-60/90	1	2	3	Burst:1, Ammo:Frag, Shot (OR) AP:1	Y	4	2
Bow	0-60/90	0	1	2	Muscle Powered	N	6	0
Carbine	0-120/180	1	2	3	Burst:1	Y	6	2
Crossbow	0-60/90	0	1	2	Poison	N	4	1
Dart Gun/ Sifka	0-60/90	-	-	-	Non-Lethal, Poison	N	4	2
Flamer	0-60/90	3	4	5*	AoE:10m, cannot Aim, Fire:2, Shot, Spray	N	3	3
Grenade Launcher	30-90/180	-	-	-*	Ammo as grenade type, Indirect	N	*as grenade	2
Rifle	60-240/480	2	3	4	Precise	Y	6	1
Hand Grenade	Throw	-	-	-	Thrown, Ammo as grenade type, Indirect	N	*as grenade	1
Infantry Laser	60-180/360	1	2	3	Advanced, Burst:1	N	4	3
Machine Gun	60-180/360	3	5	6	Burst:2	N	4	1
Machine Pistol	0-30/60	0	1	2	Burst:2	Y	3	2
Microwave Gun	0-30/60	0	0	0	AoE:10m/15m/20m, Non-Lethal, Shot, Spray	N	3	3
Mortar	200-400/4000	4	5	6	AoE:20m, Blast, Brace, Indirect, Minimum Range 50m	N	1	3
Net Gun	0-10/30	*	*	*	TB:1 on all attacks. Hit forces Athletics domain skill roll vs MoS; failure entangles target.	N	1	1
Pistol/ Revolver	0-60/90	0	1	2	-	Y	4	1
RPG	60-240/480	5	6	7	AP:1 Brace, Limited Ammo:1, Minimum Range 10m, Missile	N	1	1
Shotgun	0-60/90	1	2	3	Ammo:Frag, Shot (OR) AP:1	Y	4	1
Sniper Laser	60-180/360	3	4	5	Advanced, Brace, Silent, Precise	N	3	4
Sniper Rifle	60-240/480	2	3	4	Brace, Precise, Silent	Y	4	3
Stun Gun	0-90/180	0	1	2	Non-Lethal, Shock	N	6	1
Submachine Gun	0-60/90	0	1	2	Burst:2	Y	5	1

Bold text are heavy weapons and require a different Skill to use than small arms. They also suffer recoil or heavy weight penalties. See the weapon descriptions section for full details.

* These weapons are usually intended for light vehicles, and must be set up on a large tripod or emplacement system before use.

MELEE WEAPONS

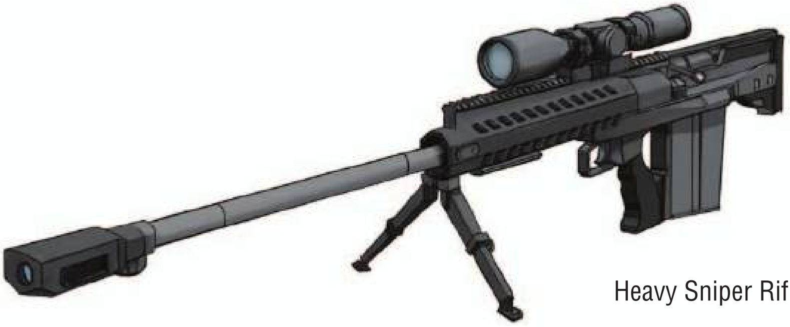
Below is the list of melee weapons available to Characters.

Melee Weapons						
Name	L	M	H	Traits	Ammo	PL
Axe/ Mace	1	2	3	Muscle Powered	-	1
Club/Baton	0	1	2	Muscle Powered	-	0
Chainsaw	4	5	6	Slashing, -1d6 Melee	-	-
Cutting Torch	5	6	7	AP:1/2/3, Braced, -1d6 Melee, Fire:1	-	-
Fighting Staff	1	2	3	Muscle Powered, Reach	-	2
Improvised One Hand Weapon	0	1	2	Muscle Powered, -1d6 melee	-	-
Improvised Two Hand Weapon	0	1	2	Muscle Powered, Reach, -1d6 melee	-	-
Knife	0	1	2	Muscle Powered, Thrown (at -1d6 Melee)	-	0
Katana	1	2	3	Muscle Powered, Slashing, Precise	-	4
Rapier	0	1	2	Precise	-	2
Spear	0	1	2	Muscle Powered, Reach, Thrown	-	0
Stun-Rod	0	1	2	Non-Lethal, Shock	-	1
Sword	1	2	3	Muscle Powered	-	1
Throwing Knife	0	1	2	Muscle Powered, Thrown	-	0
Vibro Knife	1	2	3	AP:1, Thrown (at -1d6 Melee)	-	1
Vibro Blade	2	3	4	AP :1	-	3

GRENADES AND EXPLOSIVES

Below is the list of grenades and explosives available to Characters.

Grenades and Explosives						
Name	L	M	H	Traits	Ammo	PL
High Explosive	6	7	8	AoE:L:5/M:10/H:20, AP:1	2	1
Fragmentation	3	4	5	AoE:L:5/M:10/H:20, Frag	4	1
Flashbang	6	7	8	AoE:L:5/M:10/H:20, Non-Lethal, Stun	6	1
Incendiary	3	4	5	AoE:L:5/M:10/H:20, Fire:2	2	3
Anti-Armor	6	7	8	AP:2	2	3
Anti-Laser Aerosol	-	-	-	AoE:L:10/M:20/H:30, Non-Lethal	2	5
Chaff	-	-	-	AoE:L:10/M:20/H:30, Non-Lethal	4	3
Smoke	-	-	-	AoE:L:10/M:20/H:30, Non-Lethal	6	1
Gas	-	-	-	AoE:L:5/M:10/H:20	2	5
Napalm	6	7	8	AoE:L:5/M:10/H:20, Fire:4	2	4
Improvised Explosive	3	4	5	AoE = Craft MoS (Dif:5) in meters	6	0
White Sand	3	4	5	AoE:L:0/M:5/H:10, Corrosion	2	10
Shaped Explosives	8	9	10	AP:2, Demo:4, Placed	2	2
Land Mine	*	-	-	Follow rules for a light vehicle mine.	2	3



Heavy Sniper Rifle

CUSTOMIZATION

FRAME BASED WEAPON

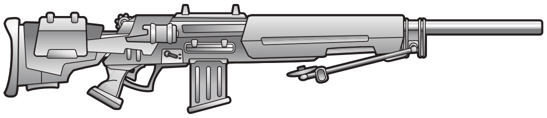
Most modern small arms are built off of a base frame which come in Light, Medium, or Heavy. The main difference is less about the bore, but the maximum power of ammunition it can reliably fire without wearing out. Assuming they have access to parts, and a few minutes, a player may freely switch between any version of small arms weapon listed here so long as it remains within the same class. For example, they could bring a Medium Assault Rifle into the field, then change out parts to make it into a Medium Sniper Rifle later that same day. This only applies to frame weapons. A player can carry additional frames at a cost of 0.5 burden each.

Older, cheaper, or more sturdy versions, and any weapons without the frame listing are 'purpose built'. They cannot be switched out in this fashion, and either too specialized or too solid to be rebuilt.

WEAPON MODIFIERS AND MODS

Advanced weapons can exceed the capabilities of those listed above while cut rate models might score far below them. Adding the Weapon Modifiers below will add or subtract priority level for the weapon. Unless stated, each can only be added once. Some of these might be something that can be added to the weapon later, while others have to be built in from the start. The Director will determine what you can or cannot do, especially for melee weapons. For example, a Rapid Fire Knife probably is not going to make it through R&D.

Modifier	Effect	PL
Advanced	This weapon gains the Advanced Trait (see **Chapter 13)** and +1 DAM.	+1
Ammo Efficient	Longer magazines, caseless ammo, or efficient reloading systems give the weapon +1 to its ammo amount.	+1
Ammo Hog	Expensive burst, weak batteries, or difficult reloading processes impact the weapon. The weapon suffers -1 to its Ammo stat. If the weapon was already Ammo 1, it cannot be reloaded in combat.	-1
Bayonet	Adds a Medium Knife attached to the weapon.	+0
Compact/Light	Lightweight materials or folding parts. -1 Burden (Minimum 0.5) .	+1
Concealable	This weapon uses special coating or materials help the weapon evade sensors. Actors using sensors to look for weapons must make an opposed roll to spot it and do so at TP:2.	+2
Frame	The weapon is built on the frame system.	+0
High Quality	Add +1d6 when using this weapon.	+2
Prebuilt	This weapon was designed and built for a single purpose. It loses the Frame trait, but will be less likely to be jammed up from dirt and sand. You may reroll 1 attempt per session to repair this weapon or to use it as a club in melee.	+0
Rapid Fire	+1 Burst.	+1
Reliable	Well made and tested, this weapon gains Reliable 1.	+2
Silenced	Add the Silent trait.	+1
Underslung Weapon	Adds a light version of a grenade launcher (at -1d6 to hit), shotgun, dart gun, or flamer to any rifle sized small arm. Use the highest PL of the two weapons for determining access. Ammo for the underslung weapon is 1.	*
Vibro Bayonet	Adds a (M) vibro knife attached to the weapon.	+1
User Lock	Only a registered user can use this weapon, otherwise it locks the mechanism. These systems will require a password on the weapon action, an instant face scan from an onboard camera, or a tracker tag within 30 cm. This is often mandatory in some jurisdictions ,and can allow police to lock the gun remotely.	+0
Dangerous	When firing this weapon, if all the dice are the same number (or if a 1 is rolled when using only one die) then the weapon explodes, inflicting damage equal to its Damage to the user (and anyone nearby in the case of explosive weapons).	-2
Dumb Weapon	This weapon is a basic mechanical device and cannot interface with electronics. As such, it can never use forward observer data or other bonuses granted by electronics except for a scope or attachment. It also loses any Guided trait.	-1
Heavy/Bulky	The weapon is heavy or onerous to transport, with heavy ammo or a bulky silhouette. +1 Burden.	-1
Heavy Recoil	Small Arms Only. The weapon faces all the penalties of a heavy weapon when fired.	-1
Inferior Weapon	The Director may assign the Jammed condition as a challenge or weapon damage on any MoF from an attack. Jammed weapons cannot fire until the jam is cleared.	-1
Off Balance	Add TP:1 to hit when using this weapon. May be purchased twice.	-1
Rapid Fall-off	Lower maximum range by 25%. May be purchased twice.	-1
Special Design	+2 difficulty to all repair checks.	-1
Unreliable	The weapon gains one Unreliable dice. May be purchased twice.	-1



Medium Rifle

CUSTOM AMMO AND GRENADES

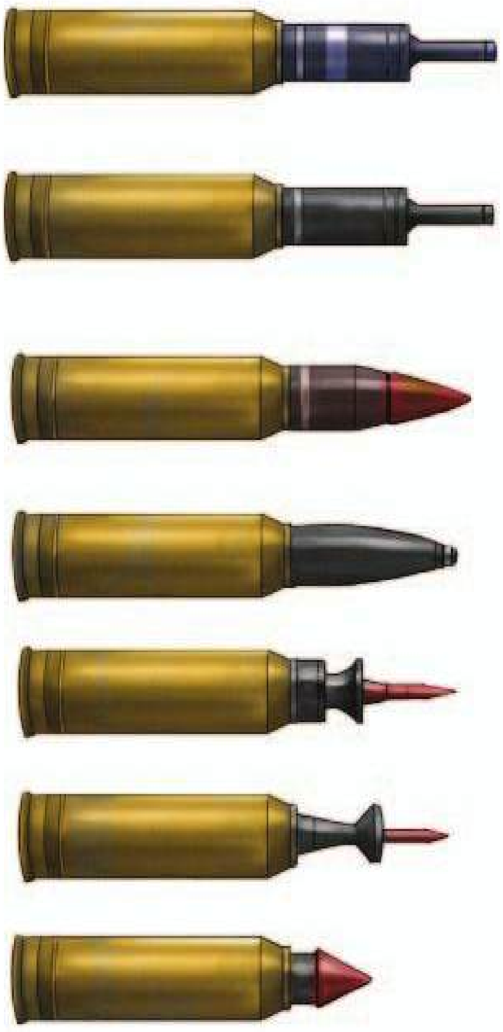
Non-laser weapons may fire upgraded ammunition. Grenades are the most common form of this, and are found in a separate section below. Typically ammunition remains cased, as caseless ammo will degrade in less than a week in Terra Nova's harsh desert conditions. Modern military issue rounds are the default for the weapons above. Quartermasters are loathe to approve extra ammunition types, as they soon lead to storage bloat and angry repair techs showing up with damaged weapons. Adding one of the listed ammunition types below will increase or decrease the Priority Level of the weapon accordingly. This can also allow you to represent illegal -- or at least ill-advised -- modifications to your ammunition.

Ammunition Types	Effect	PL
Adhesive	Only available for rifles, shotguns, and grenades. For guns, the range is reduced by x0.5 and adds TP:1. A target hit must make a 3d6 roll vs the MoS of the attack plus the damage of the weapon. Failure indicates they are stuck in place and count as stationary. The adhesive can be removed with solvents included with the rounds. When used for grenades, halve the normal AoE of the weapon.	+1
Armor Piercing	Increases the weapon's AP trait by +1 or gives AP:1.	+2
Caseless	Lower weight and size means increasing Ammo by +1, however they will degrade in 1d6 days in the Badlands when removed from transport containers.	+1
Flechette	Add Frag, but lower all ranges by x0.5.	+2
High Range	Increase effective range by x1.5, but add TP:1 for higher recoil unless using a Stabilizer.	+2
High Recoil	-1d6 to fire if the user is not Braced or strong enough to use a heavy weapon (see Heavy Weapons below).	-1
Incendiary	Add the Fire:2 trait to the weapon's shots.	+1
Inferior Ammo	Cheap and easy to find.The Director may assign the Jammed condition as a challenge or weapon damage on any MoF from an attack. Jammed weapons cannot fire until the jam is cleared.	-1
Less Lethal	Add Non-Lethal Trait.	+0
Tracer	Shots at the same target over subsequent rounds add +1d6 to hit (does not stack). However, this also gives away your position.	+0
White Sand Rounds	Add Corrosion trait.	+5

GRENADES MODIFIERS

Grenades can also be modified, just like other weapons, following the PL adjustments below.

Grenade Modifier	Effect	PL
Advanced	Add the Advanced Trait.	+2
Bulky	The explosives are larger or heavier, and cost +1 burden point.	-1
Compact	Lower weight and size means increasing Ammo by +1 .	+1
Cursed	Add one Unreliable dice. May be purchased twice.	-1
Increased Power	Add +5M to AoE.	2
Inferior Explosives	Lower AoE by -5M.	-1
Lucky	Add one Reliable dice. May be purchased twice.	+2
Poor Quality	Lower DAM by 2 points.	-1
Remote Detonation	30m range, can be affected by ECM jamming.	+1
Unstable Materials	The grenade has a 1 in 6 chance of misfiring. The misfire will be a dud, go off early, or go off late as decided by the Director.	-2



WEAPON TRAITS

Ammo:X

A weapon with Ammo:X traits may choose what kind of ammunition to use when fired.

Different options are separated by (OR). Traits before Ammo Type are applied to all attacks with the weapon. For example, Shotguns can have Ammo:AP:1 (OR) Ammo:Frag, so the player may use either the Armor Piercing or Frag trait, but not both.

AoE:X

This weapon hits a wide area in the shape of a circle with radius X.

The attacker rolls an attack roll against each actor (friend or foe) with X distance of the original target actor/point. Roll the attack skill test against the primary target as normal (remember that indirect attacks suffer -1d6 to hit). All other targets are secondary targets. Attacks against secondary targets suffer a further -1d6 to hit and are rolled individually. Edges and Challenges used on the attack affect all targets. Unless the weapon also has Blast, AoE weapons still calculate cover from the attacker's perspective. Targets behind full cover, with respect to the attacker, are not hit even if they are in the AoE so long as the cover is Medium or Heavy. Note: If firing at a point on the ground, the point attacked is the primary target.

In Blitz Mode, the distance of the AoE in inches is equal to 1in for every full 5m of X.

AP:X

Each level of AP ignores a point of armor against humans. Against vehicles the AP trait will allow you to damage a vehicle with a high ARM that it would not normally be able to damage.

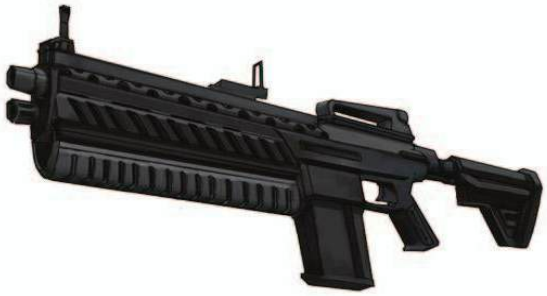
When dealing damage with this weapon to a vehicle, the Attacker may choose to apply their MOS as damage instead of normal damage calculation. If this option is used the maximum damage that can be dealt is X and 1 damage is always dealt.

Brace

This weapon may only be fired if the attacker is Braced or Dug-In.

Blast

This weapon detonates in a wide area with a powerful blast. When using this weapon, calculate cover from the perspective of the primary target.



Medium Assault Rifle

Burst:X

You may choose to add a +Xd6 modifier to any attack roll made with this weapon. Alternatively, one of these d6 may be spent to make an attack roll on one additional separate target. This second target must be within 3 meters of the initial target. Any left over Burst must be used to add +1d6 to all targets attacked. This represents a hail of gunfire, so the Director can also say that targets behind or between your intended target might also be hit.

Corrosion

These weapons corrode away metal or even flesh, representing acid or deadly white sand. These weapons automatically do 1 damage to the target at the end of each turn until cleared off of the target by an action. See the **Chapter 3** for more on corrosion.

Fire:X

The first damage result this weapon deals is either Burned or On Fire. In addition, if the attack hit, roll Xd6 after the attack is resolved. For each 4+ the target sustains 1 additional damage ignoring armor.

Frag

The weapon gains +2d6 when attacking targets in optimal range. This weapon gains an additional +1d6 when attacking swarms and can deal full damage to swarms.

Frame

Unless purpose built this weapon is modular and can be converted into any other weapon with Frame. The damage class remains the same.

Indirect

This weapon may be used to make indirect attacks. See **Chapter 11** for more information on indirect attacks.

Missile

Unless it hits something, this weapon will continue along its trajectory for up to 1km before self-destructing (though it will likely be well off target by then). You may suffer TB:1 to double the range bands of this weapon (this stacks with Aiming bonuses). When benefiting from Guided, these weapons will travel 4km each round seeking their target. They will continue in this way out to 12km.

Muscle Powered

These weapons require the strength of the user to do damage. They will gain bonus damage (or suffer a penalty to damage) from certain perks and flaws or character advantages.

Non-Lethal

These weapons use less lethal ammunition and will only kill at Director discretion (such as if all the defenders dice result in 1s). For guns firing non-lethal rounds, halve effective damage (down to a minimum of 1). Conditions applied should represent bruises, disorientation, broken bones, or unconsciousness. Note: these rounds can still kill if targeted at the head of unarmored people.

Poison

These weapons are usually coated with poison. See the Poisoned damage result (**Chapter 3**). The dart itself remains non-lethal, even if the poison is. If a number is listed in damage, assume this is for the weapon rather than the poison itself.

Placed

If used in a melee attack, this weapon suffers -1d6. It can be placed at the cost of an action and later detonated, which will suffer no penalty. When placing the charge, use a relevant demolitions skill instead of melee to determine how good the placement is. Apply damage when the charge is detonated.

Precise

This weapon improves its MoS/MoF by 1 when attacking with this weapon in optimal range. Multiple instances of this rule do not stack.

Reach

If fighting in melee against an opponent without reach, you may impose TP:1 to their defense roll.

Slashing

This weapon relies on exposed flesh to wound. It doubles the value of any armor an opponent has.

Shot

These weapons have poor impact against armored targets. Double the target's armor when using them.

Shock

Add the damage of the weapon to the MoS. The target must then make an independent roll at 3d6 against this MoS+damage or suffer the Stunned damage result for a number of rounds equal to the MoF. An MoF of 6 or more causes them to suffer the Knocked Out condition. If struck over successive rounds, add +1 to the initial MoS for each round.

Spray

This weapon splashes over and around cover. It ignores cover bonuses of defenders. Additionally, this weapon may never use the Aiming rules.

Stun

This weapon is effective at stunning or disorienting its target. Instead of causing damage this weapon will cause Rattled, Deafened, Blinded, and Stunned conditions, in that order, with each MoS representing one condition.

Thrown

This weapon can be thrown. The optimum range for a throw is up to 10m for each point of toughness. Additionally, you may add 10 meters if you have an appropriate aptitude. The maximum effective range of thrown weapons is 2x the optimum range. Aiming does not increase the range of thrown weapons.

SCOPES AND OPTICS

Human fired weapons can be upgraded with all manner of tools to increase their performance or compensate for local conditions. Modern frame weapons use standardized rails allowing for easy compatibility of different optics, while computer design means that parts can be custom built for almost any weapon. Simple magnification scopes are still to be found on most weapons capable of shoulder fire. More advanced models might incorporate cameras or sync with the user's HUI, visor, or mod.

BASIC RULES

- ▷ When sighting down a scope, the weapon gains the Precise trait.
- ▷ A character can aim down a scope to double their range bands as normal.
- ▷ A character can use a scope at no penalty when Braced. If moving up to combat speed a Character can use a scope at TP:1 to their shot.
- ▷ Scopes may not be used if moving All Out.
- ▷ Only small arms weapons may incorporate a scope, and the Sniper Rifle may not benefit from a scope as the weapon is already considered to have one.
- ▷ Unless otherwise indicated, all scopes are PL:1.

Telescopic Scope

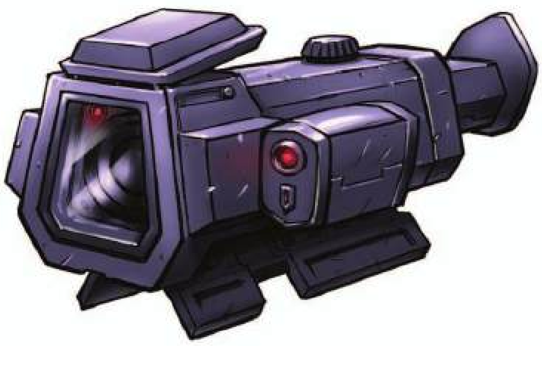
A basic tool for allowing the user to see greater distances. A military standard scope is adjustable to x4 to x8 for rifles and out to x24 for most sniper scopes. While simple hardware mounted scopes still exist, modern equipment is capable of calibrating itself when attached.

Smart Scope (PL 3)

Found with police forces, advanced militaries, and the HA, these scopes are essentially high quality cameras. They follow the rules for a Telescopic Scope above but also record constantly at their last set focus, or snap multiple focuses on trigger pull. The result is careful documentation of each shot and anywhere a soldier looks kept in encrypted storage. This can be very valuable in after action reports, or if the team realizes they missed something during a fight. PL:1 in the HA or Caprice.

Night-Vision/IR Scope

These camera systems feature similar magnification to a Telescopic Scope, but offer the advantages of low light amplification or full Infrared capacity. Night vision and IR scopes ignore any penalty for darkness. Additionally IR scopes give a TP:2 to any attempt at stealth or camouflage by an enemy that is not protected from IR.

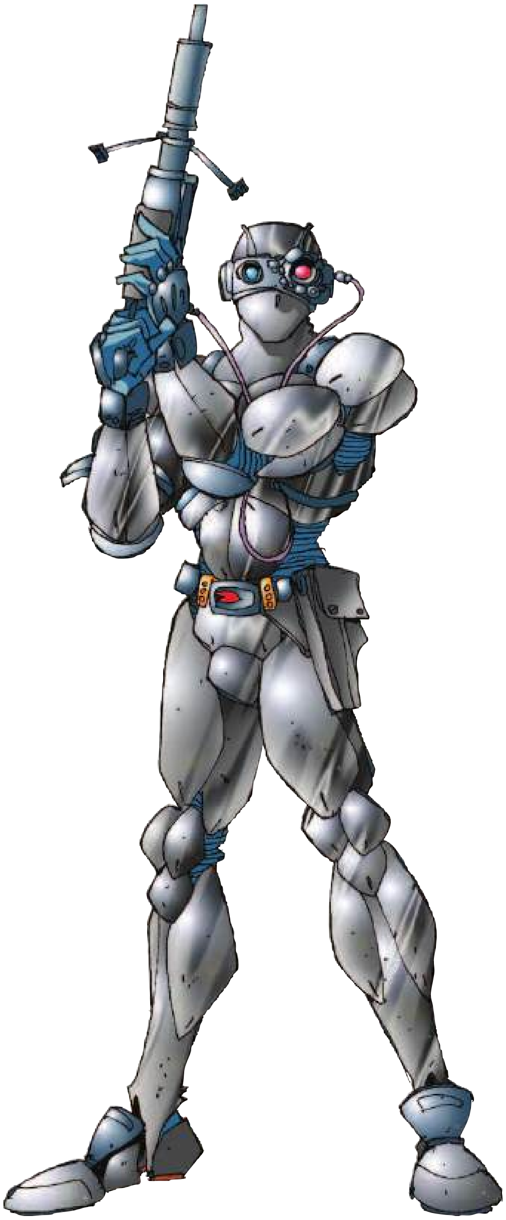


Synced Scope (PL 2)

Users either love a Synced Scope or hate it. In addition to functioning like a normal telescopic scope, this camera system can be linked to the user's tactical visor or other screen. This allows the user to have a 'weapon eye view'regardless of where they are looking. While dangerous or useless when moving from place to place, the synced scope does allow for a user to fire from cover, having to expose only their weapon. Shots from a Synced Scope allow for a user to have total cover and take shots at TP:1. However, opponents might still strike the user's weapon by firing at TP:2. This has no effect when attacking targets in light cover, since it can simply be fired through.

Sonar Scope (PL 5)

Not literally a sonar device, this scope has an onboard computer that analyzes sounds from one direction and provides a simple dot display of their location. The technology is far from foolproof and little use in a full scale battle. However, it would allow a user to take a shot through complete concealment (such as through heavy underbrush or smoke.) Such shots are at TP:2. Special forces units are currently perfecting this technology.



WEAPON DESCRIPTIONS

SMALL ARMS

This category covers all weapons that are fairly simple to use and lack the high recoil, difficult aiming systems, or complex skills necessary for heavy weapons. Too many varieties of these weapons exist for an exhaustive list. While most main battle rifles in both the North and South use the same caliber ammunition, other weapons (especially light or heavy categories, or modified weapons) might use their own caliber rounds. As discussed above, modern guns are heavily modifiable and customizable for the user's needs. The access to fabrication systems and the harsh nature of the Badlands means that gun access on the planet is relatively easy outside of the city states or areas under tight government control.

Anti-Drone Rifle

These weapons are also called "frequency guns" and put out a narrow focused high power burst of jamming. They can jam control and navigation systems on drones and semi-autonomous vehicles, causing them to crash or go inert.They are built for simplicity, allowing a soldier in the field to simply point and shoot.

This weapon can be used to perform an ECM Hack action against drones by rolling with Gunnery or an appropriate EW skill. It can be 'fired' at a non-drone target, will only inflict Jammed damage results with a maximum of 1 MoS and line of sight representing sensor lock.

Assault Rifle

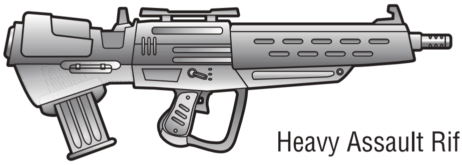
The common assault rifle has 30 rounds of ammunition and is standardized across Terra Nova. Every now and then Paxton will different designs and changing calibers, but such ideas rarely sell for more than a season. Most assault rifles are capable of single fire, three round burst, or fully automatic. Typically all kinds of gear can be added to the base gun including flashlights, bayonets, cameras of every description (allowing for night vision or even shooting around corners), and underslung weapons like shotguns, grenade launchers, and flamers are widely produced.

Auto Shotgun

A variant of the common smooth bore shotgun capable of automatic fire, these deadly weapons are employed in close quarters where indiscriminate fire is nota problem. Most soldiers cannot really control the ride when going fully automatic (requires Strong Level 2 Perk or TP:1), but the semi-automatic usage is deadly enough. Mordreds have been seen dual wielding them as a form of shock and awe warfare.

Bow

One of humankind's oldest weapons, bows are still found for hunting and sport shooting on Terra Nova. Most are made of advanced carbon fibers and have pulley systems to increase the user's pull, and thus the damage of the bow. Collectors and craftsmen might still make them out of natural wood or even incorporate parts of the local flora, but this is mostly for show.



Heavy Assault Rifle

Carbine

Smaller than an assault rifle but with more range and accuracy than an SMG, a carbine is a marksman's weapon for close quarters where a full sized rifle would be a burden.

Crossbow

A modern version of a millenia old weapon, these can be used as an underwater weapon, for hunting, or rarely as a means of silent killing. Darts can be poisoned or tipped with trackers for guided munitions.

Dart Gun/ Sifka

Used by the peacekeepers of the Humanist Alliance, or by biologists subduing animals, these weapons use compressed air to fire a dart. The dart itself cannot penetrate armor, and is only as dangerous as the chemical inside it. With a baffle on the barrel they can be very quiet weapons, and some spies favor them to get past chemical gunpowder sensors.

Heavy Rifle

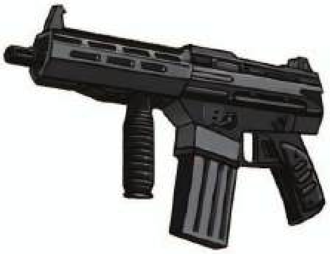
With a long barrel and stock, these rifles fire larger caliber shots. They can be found as light anti-vehicle weapons, or for hunting large game such as armadillo beasts. Most badlander homesteads have at least one rifle for dealing with dangerous animals or home defense. The Sandriders are known to use them filled with white sand ammunition, a strange munition that they alone have mastered creating. During the War of the Alliance, whole squadrons of heavy rifles came out of the badlands as anti-GREL forces, to some success.

Infantry Laser

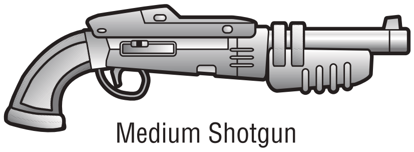
Smaller than a sniper laser, but still fairly bulky, these weapons were first introduced to Terra Nova by the CEF and are still most commonly found there. Capable of only 14 shots without a resupply, troopers will carry extra batteries or plug in to a local battery at a hardened position with a larger capacity. These weapons range and accuracy makes them more akin to a sniper rifle than an assault rifle, and the CEF favors marksmanship in its training, allowing Mordreds to provide rapid fire weapons in the form of chain guns. These weapons can set secondary fires at their damage sites.

Machine Pistol

The smallest machine gun to be found, these hand held weapons spit dozens of bullets in a matter of seconds. The 30 round magazines can be spent all at once for suppressive fire, or the weapon can fire three round bursts or single shots. Shooting one at full automatic with much accuracy one handed is difficult, and a pop out stock helps dramatically control the ride. They are also temperamental when fired for extended periods and can overheat or (in the case of cheaper models) even melt.



Light Submachine Gun



Medium Shotgun

Net Gun

Developed by hunters and occasionally used by kidnappers or police forces, this weapon flings a net at the target. Obviously it can only be fired once without a lengthy reload. This weapon does not really have a place on the battlefield, but can be found with trappers or some rare kindhearted marshals.

A target struck by a net gun must make an appropriate Athletics domain skill roll (or equivalent) to struggle out; Difficulty is equal to the MoS of the hit. If they fail, they are entangled and suffer -1d6 per MoF (minimum 1) to all actions requiring movement and cannot more more than half their normal movement. They can disentangle at a rate of -1d6 per action spent (allies can spend actions to remove penalties as well).

Pistol/Revolver

Handheld weapons of various sizes, pistols are widely used on Terra Nova. While most militaries use a 15 round semi-automatic version, revolvers are still popular among gun enthusiasts or for ceremonial duels. The simplicity of the design also means that badlanders will sometimes prefer them to a more complicated model that can jam from dust and sand. The simplest version of a frame weapon, stripped of all of its accessories, is a pistol. Hold-out pistols (Light Pistols with the Concealable modifier) are popular among spies and partisans.

Shotgun

A smooth bore weapon that fires a spreading shot, these weapons are popular among homesteaders for hunting or dealing with badlands beasts. They can also be found in close quarter actions. Solid slugs can be represented with the AP and High Recoil modifiers.

Light Shotguns can also be used as underslung weapons on a rifle.

Sniper Rifle

A long range, long barreled rifle with a scope, these weapons are designed for hit and run warfare. Advanced models will include optics capable of night or heat vision, and might even contain a sensor linked gyro-stabilizer that gives the user tracking suggestions to account for wind and target movement.

These weapons incorporate a Scope and will gain no further benefits to range bands (but can still benefit from low-light vision or synced scopes).

Stun Gun

These non-lethal weapons shoot a barbed electrode trailing a cord to electrocute the target. Sometimes heart conditions or prolonged use can lead to death, but on board safeties trigger after 3 rounds of continuous use. They are common among police forces or kidnappers.

Submachine Gun

Compact and readily available, submachine guns are a intermediary between machine pistols and assault rifles. Moderate range, high rate of fire, and modularity make them popular with private security forces.

HEAVY WEAPONS

These guns are larger, more expensive, or more technically difficult to use than small arms weaponry. Generally allotted to infantry squads to give them extra punch or allow them to deal with specific contingencies, it takes a larger trooper to use them effectively. These weapons can be fired in the Braced, Stationary or Dug In postures with no penalty. At Standard posture, characters suffer TP:1 to their attacks if not using the Light version of the weapon. Additionally, recoil compensating exo-systems, the Strong or Large perks, GREL characters, or those with strength related traits can ignore the penalty for firing at Standard posture. Possessing any of these reduces the recoil penalty to -1d6 instead of TP:1. A soldier with three different traits to ignore the penalty (for example, a GREL with Strong and Large) will ignore all penalties. Regardless of strength, heavy weapons cannot be used if the user moved All Out.

Some weapons like the Microwave Gun or Sniper Laser do not have recoil, but still suffer these penalties to account to their heavy weight or cumbersome cables and battery packs.

Anti-Heavy Gear Rifle

Developed shortly after the War of the Alliance and since improved upon with technology gleaned from GREL weapons, the Anti-Heavy Gear Rifle is a troop-carried gun that fires a rocket boosted armor piercing shell. This weapon is more precise than a missile or grenade, packing the same punch with significantly less collateral damage.

Anti-Air Missile

Given an advanced tracking system and two stage rocket propulsion, infantry fired anti-air munitions can down most hoppers and even Peregrine gunships. The missile system can be set for heat seeking or to follow a target painter or a synced observer.

Anti-Vehicle Missile

Anti-Vehicle Missiles are the similar munitions as found in a light rocket pack. These weapons can be fired directly with a rangefinder laser, or lobbed in an indirect arc based on coordinates. The missile activates after a few meters flight, and maneuver only as directed before firing.

Flamer

Using a compressed fuel source, these weapons spout deadly jellied chemical fire at their targets. The smallest versions can be mounted on an assault rifle or carried like a large pistol, though only usually have one burst of flame before needing to be reloaded. Larger versions are usually vehicle mounted due to the danger to the wielder from carrying large tanks of explosive fuel. While partially banned by international treaty, the South still uses them happily on rovers, dissidents, or against the CEF as a terror weapon.

Grenade Launcher/Rifle

Using a spring piston, compressed air, or even magnetic acceleration, these weapons hurl a grenade through the air at a target. Grenades used are specific for the launcher and cannot be thrown. The largest have six or eight barrels in a revolving magazine. Single-shot with a fold out stock are small enough to be strapped to a thigh exist. Usually designed for smoke or gas deployment, some WFP gear pilots have been known to bring one along as a weapon of last resort.

When a Grenade Launcher/Rifle is loaded, select 2 types of grenades available to the user. Each time the character makes an attack using this weapon they may select either grenade to fire using this weapons range and adding its traits to the grenade's traits. Attacks with this weapon suffer a -1d6 penalty.

Machine Gun

Capable of a high rate of fire, these guns are squad support weapons that allow troopers to damage or destroy light vehicles and suppress whole squads of enemy soldiers. Typically they can fire 200 rounds before needing a reload but cannot fire single bullets, only short bursts. Chainguns can also be found among some units which add an electrically driven rotating barrel to the gun. These can be represented with the Rapid Fire and Rapid Fall-off modifiers.

Microwave gun

Using microwave projection technology, these guns can literally cook their targets and incapacitate them with pain. Technically a non-lethal weapon, they are used by some of the richer nations for crowd control. Their short range and large size prevent them from being effective in battlefield situations. While the gun has no recoil, designs are still bulky and complex enough to act as a heavy weapon.

Mortar

A spring loaded or gas-powered tube, the mortar lobs explosive shells overhead at great distances. This infantry-based artillery can be set up and used by a single trooper thanks to recoil compensating systems but can only be fired braced. Trajectory can be calculated by an onboard guidance computer, set manually, or synced to a forward observer. The profile provided is for high explosive munitions, but mortar rounds matching any grenade type (see Explosives below) can also be found.

RPG

Rocket Propelled Grenades are simple direct fire explosives used for anti-vehicle warfare. The warhead provides little in the way of shrapnel, but is great against light armored vehicles. The detonator activates only after leaving a short radius from the shooter, and then will self-destruct after 1000m to prevent collateral damage.

Light RPGs are small enough to be mounted on a rifle frame but must be replaced entirely after a single shot and apply -1d6 to their roll to hit. Though they lack the advanced guidance systems of missiles, they are also easier to shoot. Any class of RPG can be fired by an average person without suffering the TP:1 recoil most heavy weapons use, but they still cannot be used moving All-Out.

Sniper Laser

A high precision laser, these guns are silent and invisible to normal vision, producing only a bright flash and roaring noise from vaporized material on their target. Like all lasers, they can cause secondary fires on their target.

The long barrel, heavy backpack, and cumbersome cabling necessary for the gun qualifies these weapons as heavy weapon systems.

GRENADES AND EXPLOSIVES

This category covers all kinds of charges, explosive devices, and chemical deployment weapons. Hand Grenades range in size from a golf ball to a one-liter bottle. These weapons can be thrown or placed. Most military models have a pin and clutch to allow the pin to be pulled without the fuse triggering. Advanced models have remote triggers to allow a user to set them off from a synced HUI or Dataglove, but only if the pin has already been pulled and clutch disabled, to prevent enemy hacking. In the event of a lost radio signal (due to ECM) the grenade will cease to function unless its pin is removed. Other tricky means such as proximity activation, allowing them to be used as crude mines, are also available. Grenades come in several different styles from smoke to anti-vehicle, gas, flash, or fragmentation. Bombs and Shaped Explosives tend to be in compact bricks or satchels and can be set to explode by time, remote detonation, or even proximity.

Anti-Armor

These grenades are large and unwieldy, about the size of a 1-liter bottle. They have enough punch to break through the armor of heavy gears, and might even damage a tank if placed well.

Anti-Laser Aerosol

This technically advanced grenade begins spraying a fine mist of anti-laser chaff into the area. The mist can cause choking or even suffocation in enclosed spaces, but any laser fire that passes through it will be refracted, lowering the damage of these weapons.

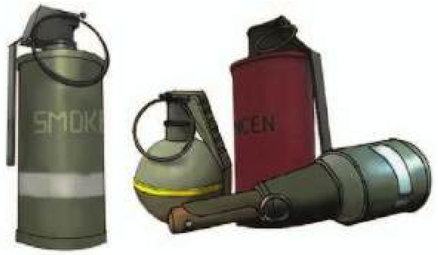
Lasers passing through the gas inflict half normal damage (round up). They will also be rendered visible, giving away firing positions. The aerosol dispenser can function for one minute before running out.

Chaff

A chaff grenade is a catch-all term for different kinds of electronic countermeasure munitions. They usually send a confetti of radar reflective foil, flares, or a wide pattern radio burst. The effect is to confuse sensor guidance systems and jam radio communications. This lasts only a single round, but can be used to prevent a targeted shot or jam comms at a critical moment.

Fragmentation

Designed to send shrapnel in a wide area, these grenades are horrifying weapons capable of killing and wounding dozens at once. Most scatter fragments of ceramics, but older or cheaper models still rely on metal. Improvised versions might use nails or screws.



Flashbang

This kind of grenade is used for disorienting the enemy before breaching a hard point. They explode with a deafening bang and blinding flash.

Characters without protection caught in the area must make an independent roll of 3d6 at Difficulty + the MoS of the attack. This difficulty is lowered by 1 for each meter they are away from the blast. Targets that fail by MoF 1-2 suffer the partially Blinded and Deafened damage results for one round per MoF. Failure by 3 or more results in totally Blinded/Deafened results for one round per MoF. Attributes like Tough or Weak affect the difficulty as listed in their entries. If the victim is wearing a military visor and helmet (standard with most flak suits) the difficulty is reduced to 5 + MoS of the attack and the target will never be more than partially blinded/deafened.

Gas

Similar in function to a smoke grenade, these weapons use a compressed air explosion to disburse gas or blinding with a burning agent.

On the first round, targets are merely exposed to the gas with no effect. Any effects begin round two as the full AoE fills with gas. For deadly gas, the effects are up to the Director. For tear gas, unprotected subjects must roll 3d6 at a difficulty of 6 + MoS of the attack. Failure causes them to suffer -1d6 to everything they do for 20 minutes, or until they can flush the gas away. Test for each round of exposure until the target leaves. This can stack up to three times. These weapons otherwise follow the rules for smoke below.

High Explosive

These grenades are designed to damage with kinetic force. They have a lower radius but do a lot of damage to targets close to the blast site, making them good for breaching bunkers or damaging light vehicles.

Incendiary

These horrifying weapons cause an explosion of high-heat burning chemicals, often white phosphorus.

Anyone hit by incendiary weapons suffers the normal damage plus Fire:2. These weapons will also set nearby structures and foliage on fire. Putting out a chemical fire like this is extremely difficult and requires a total denial of oxygen, or special sprays found on medics or combat engineers.

Improvised Explosive

From fertilizer bombs to packed gunpowder, these weapons are used by freedom fighters, terrorists, or stranded troopers. Hard to aim, and unstable, they are a weapon of the desperate.

Land Mines

These are identical in function to the Light version of vehicle mines. Most can be detonated by weight, though proximity or remote detonation types are also in wide use. While only PL 2, these weapons will vary widely in their deployment. Some can be later shut off or programmed to go inert. All professional militaries require a GPS coordinate for the mine, to assist in later removal, but many end up abandoned and forgotten.

Napalm

These weapons are like the incendiaries above, but in a wider area. They also burn longer and must be scraped off to be removed, often at great pain and horror to the victim.

First aid and attempts to put out Napalm face TP:3 without proper tools to douse the chemicals.

Shaped Explosives

These high explosives are designed to blow out primarily in one direction, giving a focused blast. This makes them ideal for damaging vehicles or breaching fortifications, doors, and walls.

A demolitions Skill is used to make the attack. If placed in a hurry or 'tossed' at their target, the explosives are less effective and suffer a -1d6 penalty. This penalty is always ignored if the munitions were placed over time by a Braced user.

Smoke

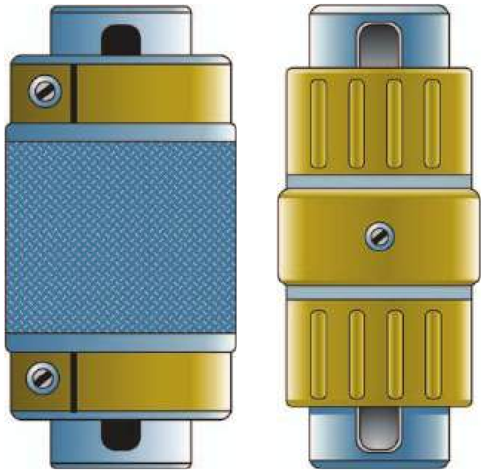
These grenades produce a large amount of chemical smoke.

The smoke is thick, oily, and hard to breathe or see through. This grants +1d6 to defense attempts on the first round, and creating an area that can only be fired through with sensors or advanced optics (such as IR or UV). Even then, the +1d6 defense bonus remains. The smoke lasts for about a minute in average conditions, 90 seconds in stagnant air, or might be completely useless outside of its immediate area in a heavy wind. Weapons that fire Smoke do no damage.

White Sand

These munitions are only found among the Sandriders of the Great White Sand Desert. They explode via compressed air to scatter fine, corrosive white sand throughout a small radius. Anyone without a respirator mask and all mechanical devices in the area suffer corrosion until the sand is cleared out. Brushes or cloth can be used to wipe the sand free, but will themselves wear out. If inhaled, the subject will need to flush long with water, and may need long term medical attention for lung damage suffered. The Sandriders have protected themselves by an unknown means, but their clothing seems to work to wipe the sand free without disintegrating.

Some militaries have gained limited numbers of these shells, and hoard them for special use only, thus the high PL. Among Koreshi they are PL 1.



MELEE WEAPONS

Whether part of an honorable duel or a back alley gang fight, melee weapons of all kinds are readily found on Terra Nova. The local practice of dueling has kept alive or revived many kinds of martial art that Earth long ago abandoned. The weapons below are broad categories and can be used as archetypes for the specific weapon the Character wishes to use. Heavy classes of these weapons can only be used if the Character is a GREL, has perks like Strong or Large, an exo-system, or a fitting trait. These versions of the weapon usually represent vehicle mounted machinery or absurdly large models and are not readily available for sale.

Axe/Mace

A blade or blunt instrument with a weighted head at the end of a haft. Typically these are used with a swinging motion to maximize damage.

Club/Baton

A night stick, truncheon, club, baton or tonfa, these blunt weapons are meant for subduing with less chance of accidentally killing the target. They are found in the hands of police of any nation. For pistol whipping or rifle butt attacks, use a light club profile.

Chainsaw

A tool that can act as a weapon, these are unwieldy to use in combat. Heavy versions are typically attached to worker gears or need special suits to be used by the average human.

Cutting Torch

A tool that might be used in desperation, these torches could also set clothing on fire. The largest versions are found on work gears or sometimes engineering space suits.

Fighting Staff

The signature weapon of Sorrento revisionist warriors, the Dorethean fighting staff has thick heads or even blades on its two ends. A skilled user knows how to use the sharp side, or the blunt to avoid killing when it is unnecessary.

Improvised One Handed Weapon

A chair leg, hammer, or broken bottle. If it is at hand, and heavy, you can hurt someone with it.

For pistol whipping or rifle butt attacks, use a light club profile.

Improvised Two Handed Weapon

A crowbar, pool cue, or length of pipe. A weapon of desperation that can still kill someone.

Knife

Daggers, tanto, and combat knives along with any other small single hand blade fit here. Military versions will often include a compass or hollow handle with useful gear inside. An unpowered vibro-knife also uses this category.

Katana

An ancient weapon of war still used in the Mekong Dominion for ceremonial purposes. The blade is very sharp, but also very brittle if impacted from the side. They work best against flesh.

Rapier

Popular in the south for duels or sport, a rapier, foil, or saber is an elegant weapon requiring precision to kill. Officers in the AST are issued one and given training to use it if need be.

AST characters with officer ranks may count them as PL 1.

Spear

Any long haft with a sharpened blade at the end. These are ideal for keeping foes at bay.

Stun-Rod

Used originally in the Humanist Alliance, these weapons generate an electric field along a club like extension. When they encounter an unprotected person, they can shock and incapacitate their victims. Earth has also issued them to GRELs on policing duties, though they will often break them against their targets. High command believes this is overzealousness on the part of Mordreds, and resentful disobedience on the part of Morganas.

Sword

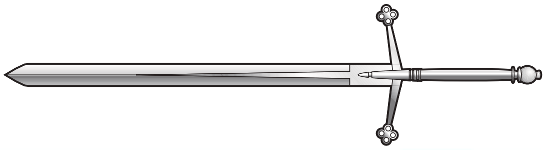
This represents ceremonial blades, machetes, historical recreations for collectors, or pit fighter gear for the underground arenas of Khyar ad-Din. An unpowered vibro-blade also uses this category.

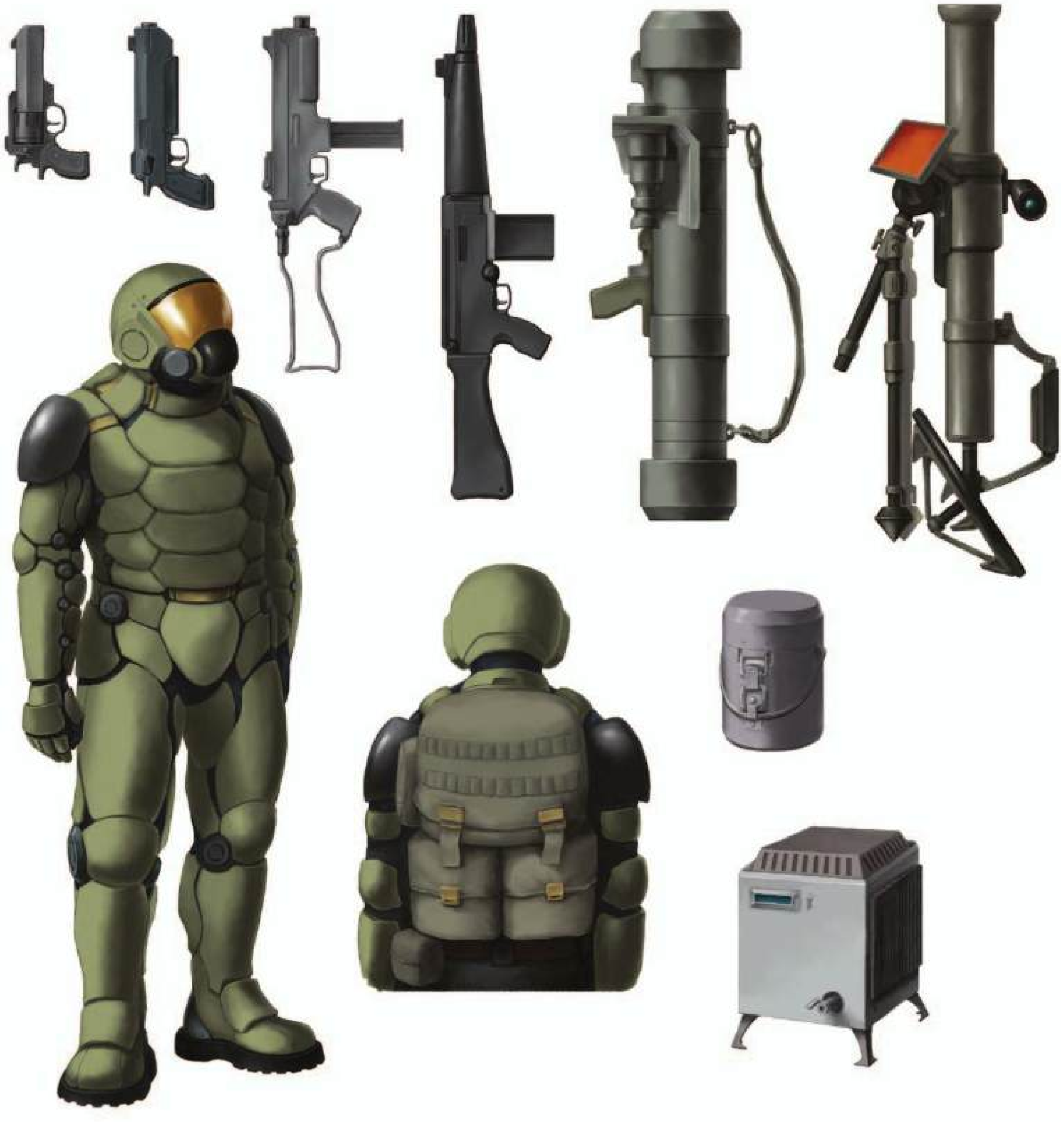
Throwing Knife

Like a normal knife, but smaller and balanced for throwing, This category could also include exotic weapons like shuriken.

Vibro-Blade/Knife

These weapons use a specially crafted metal to channel a high frequency vibration at a near molecular level. The heat and movement greatly increase the cutting ability of the blade. Once the power cell runs out, they will function like a normal knife of the same size.





ARMOR ON TERRA NOVA

Over countless millennia of warfare humankind, has gone through alternating phases of armor or weapons determining success on the battlefield. The simple realities of physics though have left armor less and less effective over time. While different attempts have been made at breaking the trend - such as Peace River's power armor program or the CEF FLAIL initiative, mass deployment of an infantry scale armor that completely protects from small arms remains a dream.

Most armor on Terra Nova is made from a base layer of flexible synthetic fibers interwoven with modern plastic compounds that become rigid when hit with a blow. Modern field fatigues incorporate this 'flak cloth' and are disliked by soldiers for feeling eternally uncomfortable. Flak cloth will serve as the under fitting for heavier sheets of anti-ballistic polymers or next gen composite materials. The heavier the armor, the less maneuverability the wearer has. The heaviest armor used in deployment functions with the same technology as durasheet plating and is called 'Turtle Shell' by soldiers. It takes a lot of training to make use of this style of armor, as it reduces freedom of movement considerably.

Most modern helmets include comms units, cameras, rangefinders, and laser-crystal visors. The visor serves as both a combat information HUI and offers some defense against flash and dazzling as well as the usual wind, sun, and sand protection. More advanced models also include ear coverings that function against higher volume sounds, helping to guard against deafening as well.

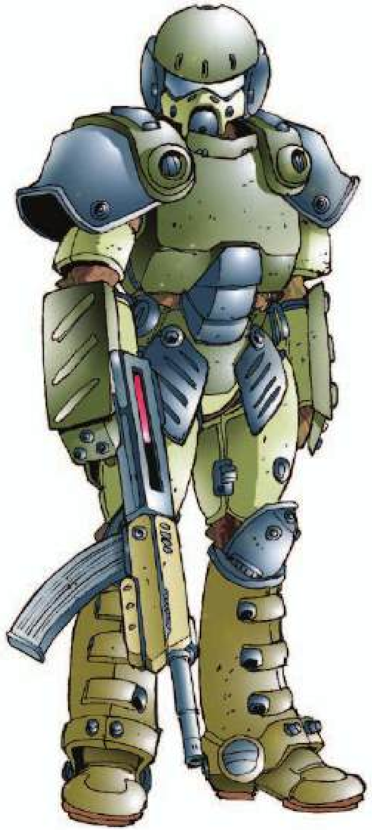
Earth uses similar armor to Terra Nova, but the physical superiority of GRELs does allow them to deploy heavier armor without impacting their movements. Weight, reliability, and expense have caused the CEF to avoid using the same advanced composite materials found on hover tanks. The logistics of moving weight between planets and wanting to "soldier proof" them in the field has resulted in largely equivalent armor to that seen on Terra Nova. One notable exception though is heat-baffling and IR absorbent 'stealth armor' found on Morgana troopers, who are one of the few beneficiaries of the CEF's technological superiority.

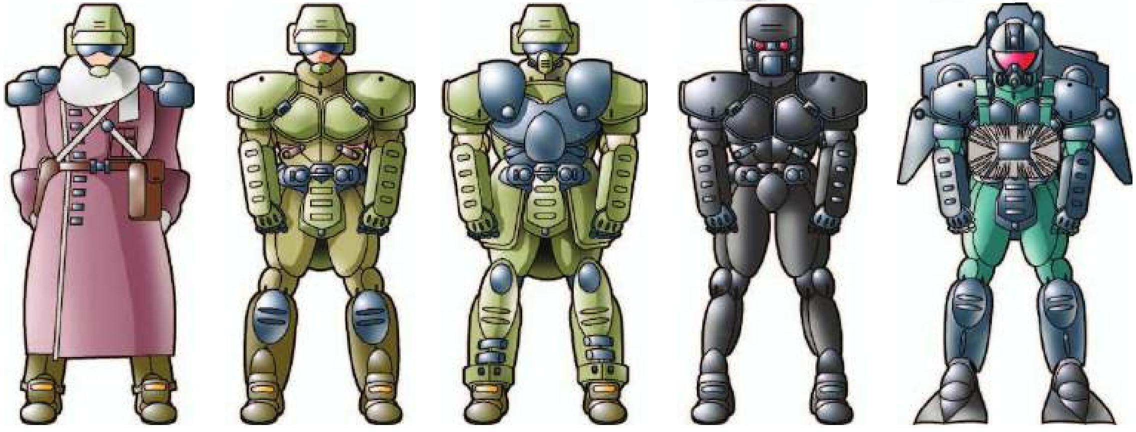
ARMOR CUSTOMIZATION

Using the suits equipment rules, a player or the Director can make a custom armor suit from scratch that is especially designed for a specific purpose such as an armored space suit, a stealth scuba kit, or a fireproof desert suit. While it would seem to strain belief that such things would be commercially available, fabricators and large military budgets can make many dreams a reality. In addition to the suit rules, the armor above can be modified just like weapons. These modifications are only available to armor.

Types of Armor

Name	Arm	Traits	Flaws	Burden	PL
Light Flak	1	Concealable under clothes	-	1	1
Medium Flak	2	-	-	2	1
Heavy Flak	3	-	Heavy	4	3
Turtle Shell	3	Stun protected, Full Suit	Heavy, Rigid, Suit	6	7
Power Armor	4	Stun protected, Exo Suit, Full Suit	Heavy, Rigid, Suit	6	7





Armor Mod	Effect	PL
Bulky	-1d6 on actions requiring speed or agility.	-1
Crash Proof	+2 Arm for preventing damage from crashes and rams.	+1
Custom Fitted	Works only for this user. -1 Burden. May be purchased twice.	+1
Exo-Suit	This armor includes a built in Exo-Suit which gives the user the Strong:1 perk and +4 burden limit.	+1
Explosive Hardened	+2 Arm when effected by an explosive or AoE weapon.	+1
Fireproof	Resist (Fire) .	+1
Flawed	An aiming attacker can take -1d6 to their attack to target the armor's flaws and reduce its value by 1	-1
Heavy	-1d6 to all actions unless the user has Strong or Large perks, is a GREL, or has an appropriate Advantage.	-1
Inferior Materials	-1 Arm.	-2
Infiltrator	+1d6 when attempting to sneak or hide	+1
Rigid	Armor adds the Rigid trait. TP:1 to any activity requiring agility of speed.	-1
Stealth Systems	TB:1 to spot attempts when the wearer is hiding	+1
Stun Protected	The character cannot be effected by flashbang grenades, loud noises, or bright lights. They also are immune to Shock weapons.	+1
Full Suit	This armor counts as Suit [S] equipment and will prevent the use of a Rig [R]. This is mandatory for Arm over 3.	+0
Vacuum Protected	Max Arm 2. This armor counts as a Space Suit and has the Suit [S] designation.	+1
Vest	This item counts as one less burden than normal. Any Aimed attack may take TP:2 to ignore the armor bonus entirely.	+0

SHIELDS

Modern materials have increasingly allowed for the development of better and lighter shields. Most police forces on Terra Nova make use of clear, light weight, and very sturdy shields for breaking up riots and protests. Certain tactical situations might call for a tactical shield capable of stopping bullets, and even some lasers or explosives. They feature universal grips and may incorporate lights, stun guns, or even advanced optics through their view ports. All the shields below follow the same core rules:

- Shields provide bonus dice to skill tests and rolls to defend against melee attacks as noted in the table below.
- Shields allows the carrier to count as being in light partial cover from ranged attacks to the front.
- Shields may add to Arm when Braced.
- Shields are only effective from the front arc.
- Shields can only be used when moving All Out if the character takes no other actions.
- A shield takes up a hand, and when used it will prevent the use of any two handed weapon.
- Unless stowed, a shield will prevent moving through narrow spaces or dense undergrowth.

SHOOTING AROUND A SHIELD

Unless specified, shields only cover the upper body to allow for better mobility. Called shots can be made to ignore a shield at TP:1 to the shooter.

TOTAL COVER FROM A SHIELD

A shieldbearer that is Braced, Stationary or Dug-In can take an action to make maximum use of their shield. In this case, they may take no other actions, but may add a further +1d6 to their defensive rolls and double the armor for the shield.

Shields

Name	Defense Skill Bonus	Arm	Traits
Riot Shield	+1d6	0	-
Breaching Party Shield	+1d6	1	-
Pioneer Shield	+2d6	2	Heavy requires two hands at all times

Riot Shield (PL 1, Burden 2)

A clear plastic shield capable of preventing damage from most projectiles, with some level of anti-ballistic properties. These versions are light enough to be used in one hand, and leave the user's arm free to use a club, stun gun, or pistol. They can be linked together to form a shield wall for heavy duty riot situations. Most modern police models have lights mounted on them, and some versions will even incorporate electrical pickups for a hand mounted stun gun (Light Stun Gun).

Breaching Party Shield (PL 1, Burden 3)

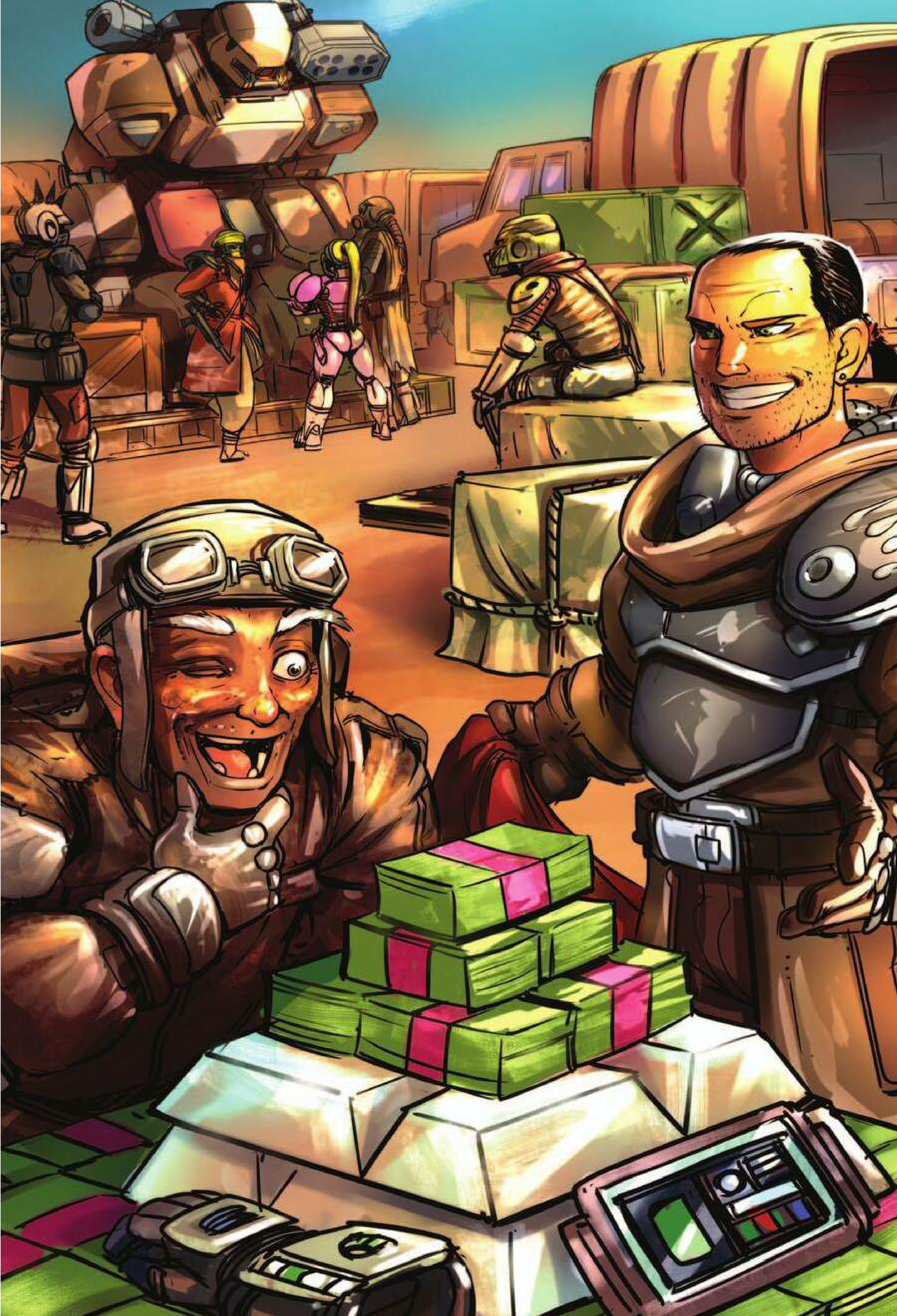
Used for SWAT teams or military units when breaching structures or bunkers, these shields will deflect or absorb most small arms fire. They are usually opaque, featuring a small viewport through the front. Some models, in the interest of peak protection, forgo the viewport and feature a hardened camera mounted inside the frame and synced to a screen on the back side. Those used by militaries will also feature heat dispersal coatings for use against lasers and provide a slick surface against napalm weapons.

Pioneer Shield (PL 1, Burden 4)

The Pioneer system was an anti-ballistic shield system first invented in the North that found wide popularity. While the old system is long obsolete, the name has stuck and Pioneer shields are found far and wide. The bottom features small hydraulic braces that can be activated when the user is on a hard surface, further assisting them in keeping the shield in a good position. Since it takes two hands to use and is very unwieldy, one user will often be 'Shield Maiden' for a group of soldiers. Shooters on either side of the bearer are able to take cover if needed.

By spending two actions over two rounds (while Braced or Dug-In), the user can also set the system in place on any firm surface, and have it stand on its own. From there after, it counts as heavy cover for game purposes.

WEAPONS & ARMOR 10



OF WAR AND PROFIT

"Samir, you've outdone yourself." Gaston Myers' stubble itched as the rover scratched his jaw, viewing the latest selection offered by what was fast becoming the Badlands' most prolific independent arms dealer. Myers' eyes fell on the gears before him as Samir pulled protective tarps from them one by one.

"Yes, yes! I've got Paxton, Northco, even Territorial Arms! All good here, yes? Samir gives the best!" Samir's face twisted like worn leather around his eyes, a large toothy grin adorning his features. Here was a man who took pride in his work.

"The divine spirit blessed you with a resourceful nature, you old Barnaby. Where did you get all this?"

"War makes for good profit, hm?" Samir unclasped his duster over the old desert wear that he had worn for years. Gaston had never seen him in any other outfit, which had raised more than a few eyebrows over the years regarding what the man could possibly spend his profits on. It certainly wasn't clothes. "I jest. Mostly. Alright, not at all. There is no jest. You look! Browse! Buy! This merchandise... cannot hold."

"I see." Myers shared a grin with his right-hand woman, the grizzled Briggs giving her usual flashing smile when she saw something she liked. She pointed, and he followed her finger to a pristine Jaguar.

"That striker, there. The Jag." Myers nodded. "That's brand-new, Samir. Where'd you get it?"

"Stock!" Samir beamed proudly, grabbing an ammo can labelled for 25mm casings and turning it over with a grunt. He was removing a tea set from his personal footlocker, preparing it for the business dealings ahead. The old Badlander normally waited until after haggling to share tea with Myer's crew. He was confident this time, already counting the invisible credits sure to line his pocket. "North has stock. Much stock. Many stock, you see? Cycles and cycles they make them, throw them and old Hunters to Norguard. After war, they open stocks and sell. They give. Always giving to make up for lost dinars. Always selling now."

"Are you telling me you bought these, Samir?" Myers raised an eyebrow.

"Masao's throne, no!" Samir was already pouring steaming tea into dirty canteens for them. "Acquired. Samir is resourceful." He stood, walking over, and leaning conspiratorially towards Myers. "They give on purpose Samir thinks, to Bandlanders. Think we will rise and fight Earthers on our own. Like during the first war. They call it investment; Samir calls it competition with Paxton."

"Will you?" Briggs asked the question, looking Samir up and down.

"No, no. Samir used to, but now merely sells. Someone must sell, else there will be no war. No money." The old, weathered Badlander brought his hand to his heart and bowed. "Samir takes on this burden for his people, for you. For friends. All who buy are friends to Samir."

Myers grunted, jerking his head to Briggs, who whistled to the other eight in their gang. A hodgepodge of uniforms and survival suits scurried around, hefting a large footlocker marked with a Paxton Arms stencil. It dropped noisily in front of Salim, and was opened, revealing bars of precious metals, electronics, and most importantly, Peace River dollars. Samir's eyes lit up at the sight.

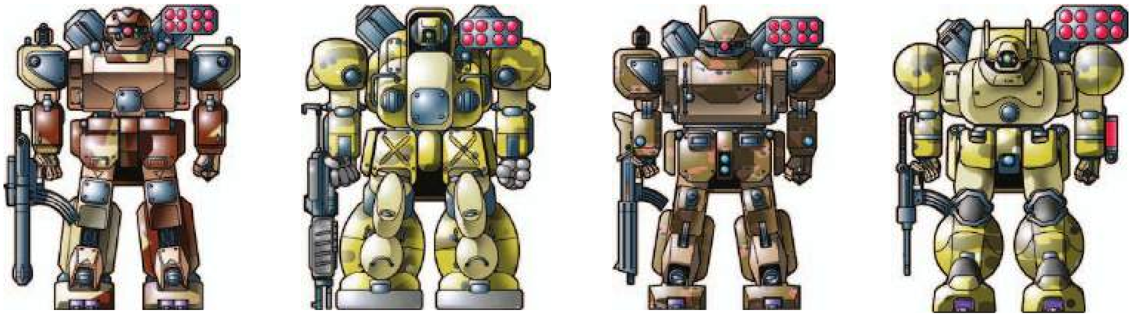
"Where...where did you get this?"

"Paxton," Myers held up a gloved finger, "and I didn't steal it."

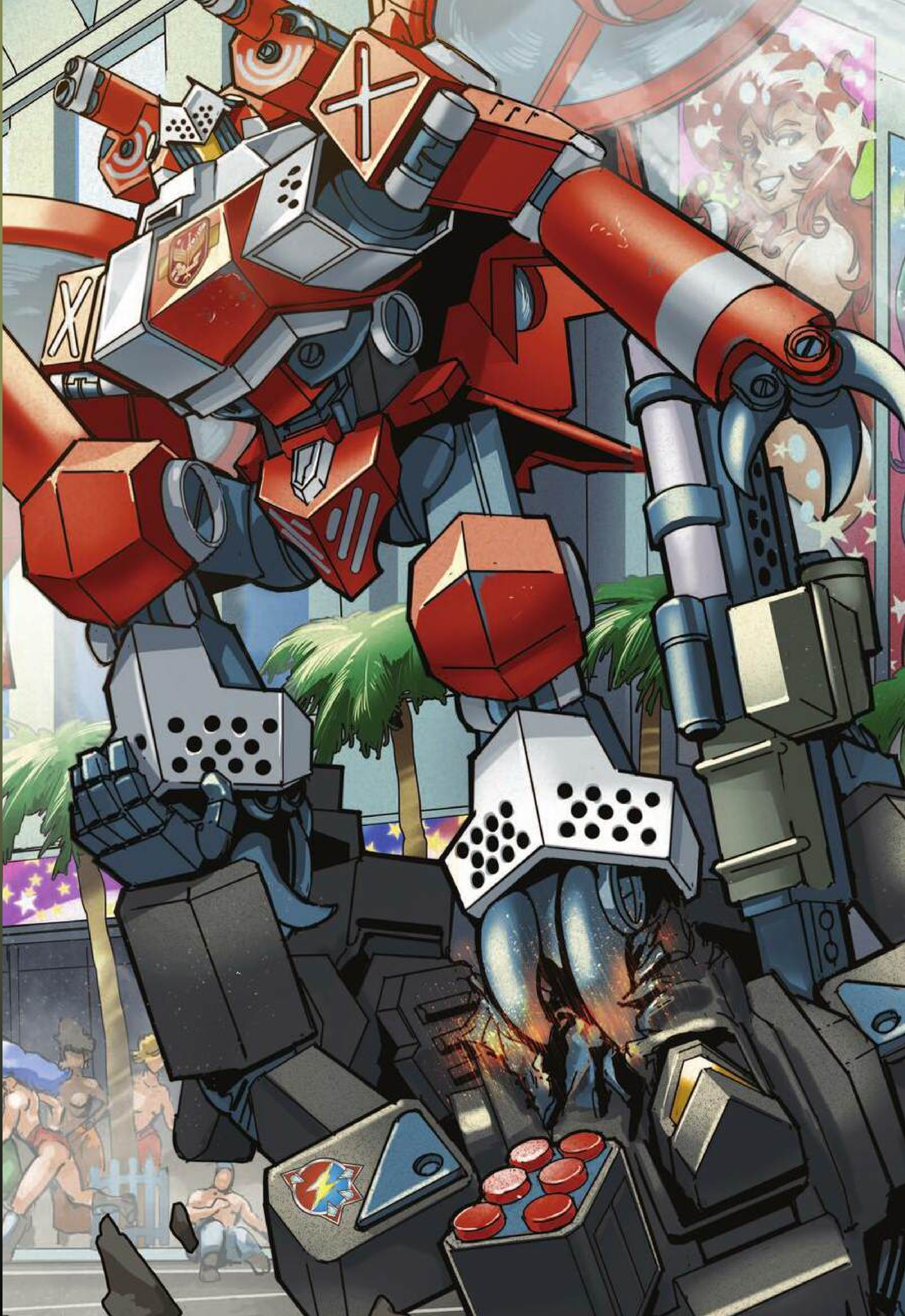
"You finally got sponsored?" Samir looked to be in a state of disbelief, "Company man?"

"Oh, I still rob, steal... fight," Myers exchanged a smile with Briggs, "but it's on Paxton's dime now. So, Samir, let's have some tea... and let's talk price for this lot."

"Yes, yes! But must hurry, you; Myers and his Bearcats. Samir has many appointments later. Too many rovers. Mercenaries. GRELs. GREL mercenaries. Yes, such a thing Samir sees now. Much profit to be had for old Samir."



CONFLICT 11



CONFLICT

Often in **Heavy Gear**, players will find themselves in a battle, chase, or form of conflict. These situations are best resolved with a series of skill tests rather than a single catch-all roll. These special scenes are called conflicts. There are two ways or modes of a conflict in **Heavy Gear.** Both methods share a common system, just with varying ways to represent it depending on the amount of time you have to play the scene and whether you want to use miniatures or keep it totally on paper.

ACTORS

This chapter will use the term actor to describe any actor, vehicle, creature, or other entity involved in the conflict.

MODES OF PLAY: NARRATIVE OR BLITZ

The Director will choose what mode will be used for a conflict. See below for a summary of the differences between each mode. Everything you need to know about how to run the mode is written in these summaries along with special notes and exceptions.

Narrative Mode: Narrative mode uses theater of the mind to represent the conflict. This can be done purely with description by the Director, a white board, a map, and counters, or with the use of miniatures and terrain. This mode does not deal with some of the harder mechanical details of Blitz Mode and offers a very fluid gaming experience that can be adjusted on the fly by the Director.

Blitz Mode: In this mode the players engage in a tactical wargame with more somewhat abstracted rules and reduced ranges for a more tactical gameplay experience. This mode requires the use of miniatures and scenery to reflect the battlefield as well as a tape measure and counters for various effects. Blitz mode requires the most preparation, but can be very rewarding in that it allows players to better plan out their actions.

BASIC RULES

Regardless of which mode is chosen, conflicts are resolved using the same core rules as detailed below.

TABLETOP AND SCALE

In Blitz, 1" equates to 2 meters for the purposes of movement. Some abstraction may be required (a **Heavy Gear** miniature is 1.5 inches tall but about 4 meters tall in height) so some adjudication will likely be necessary. The Director makes final choices about all distances.

All distances are noted in inches, since that is what the vehicle section uses for movement rating (MR). To determine how far that is in Narrative Mode, multiply by 2 and that is the number of meters.

> *Example: An infantryman is climbing a wall. The rules note the distance they can travel is 1" which is correct for Blitz Mode. In Narrative Mode, they can go 2 meters.*

For range however a different scale is used. For weapon ranges 10m equals 1 inch. Blitz rules will note their inches distance if it deviates from this scale.

Heavy Gear The Role Playing Game does assume that for Blitz Mode games, players are using official Dream Pod 9 miniatures which are a 1/144th (12mm) scale. This scale can be too small to use when dealing with human size characters. If players opt to use 28mm or 32mm scale miniatures (standard for many miniatures), double all the Blitz Mode ranges and distances.

> *Example: A character on foot moves 6m normally and has a gun with a 30-60/90 range. Normally that means they move 3 inches and their gun range is 3-6/9 inches. If play is occurfing with 28mm or 32mm scale miniatures, they would move 6 inches and have a range of 6-12/18.*

HEXES AND INCHES

The rules presented in this book use inches for tactical distances. Previous versions of the rules used hexes however. If the Director opts to use hexes, then treat 1 inch as 1 hex.

SENSORS

Vehicles and infantry with modern military equipment bring sensors to the battlefield consisting of everything from laser range finders to lidar and radar, advanced imaging equipment, or good old fashion scopes. The sum of this equipment is called sensors. Sensors are blocked by full heavy cover (see later in this chapter) or hard obstructions like reinforced buildings or hills.

If an actor is in the sensor range of another actor and there is nothing blocking it, the second actor is said to have sensor lock on the first actor. Sensor lock is often reciprocal (if one actor has it the other does) but some things like equipment can change this.

All actors in Blitz Mode, be they vehicles or infantry, have a base sensor range of 18" but may have a longer or shorter range indicated in their profile.

In Narrative Mode, Blitz ranges can be used as a baseline, but most sensors will list their effective range. This range can be increased by an appropriate skill test, with each full round action (refer to Actions, below) spent doubling the range. This can be done over successive rounds, up to four times in total. Directors may also rule that an actor is not carrying enough equipment to gain the benefits of sensors or sensor lock, this will typically occur with people on foot.

ROUNDS

Conflicts in **Heavy Gear** are divided into rounds comprising approximately 6 seconds of action. During each round, players and NPCs each make an activation and take one or more actions. Once everyone in the scene has activated, the round is over and a new one begins. Directors are encouraged to allow players to engage in dialogue that takes longer than six seconds. These tense conversations can add a lot of excitement to a scene.

INITIATIVE

At the start of each encounter, each player and the Director rolls an initiative skill test for all participants with a Dif of 5. The players roll for their actor. The Director should roll once for each NPC participant. However, the Director may roll for groups of NPCs such as a squad of infantry or a platoon of tanks. They may also choose to have a particularly important villain roll on their own. If a vehicle or swarm is present, treat them as a single entity for initiative.

Appropriate skills for an initiative test are things that relate to battlefield awareness, preparation, stealth, reading human body language, etc; anything that would allow the actor to better recognize what is going to or about to happen.

The Director records each MoS and makes a list of them highest to lowest. This is called the initiative order. If there is a tie, use the normal rules for breaking ties on dice rolls.

Initiative order generally does not change throughout the whole conflict. However, it can change for actors who choose to delay or ready an action.

The Director can combine groups of NPCs into a single initative step in order to make controlling larger encounters easier. These groups should contain NPCs situated in a similar location and with the same goals, alleigence and intentions.

AMBUSHES, SURPRISE ATTACKS AND UNAWARE TARGETS

Sometimes one group is taken unaware at the start of conflict. If the conflict begins this way, the group that is unaware cannot activate or perform actions or reactions (more on them later) for the first round.

When attacking an actor that is inactive, asleep or unaware, the attack is resolved as an independent roll with Dif:5 and always count as in the rear arc of the target. This is suitable for shots taken before the combat begins, then the first round begins and follow the above.

ACTIVATION

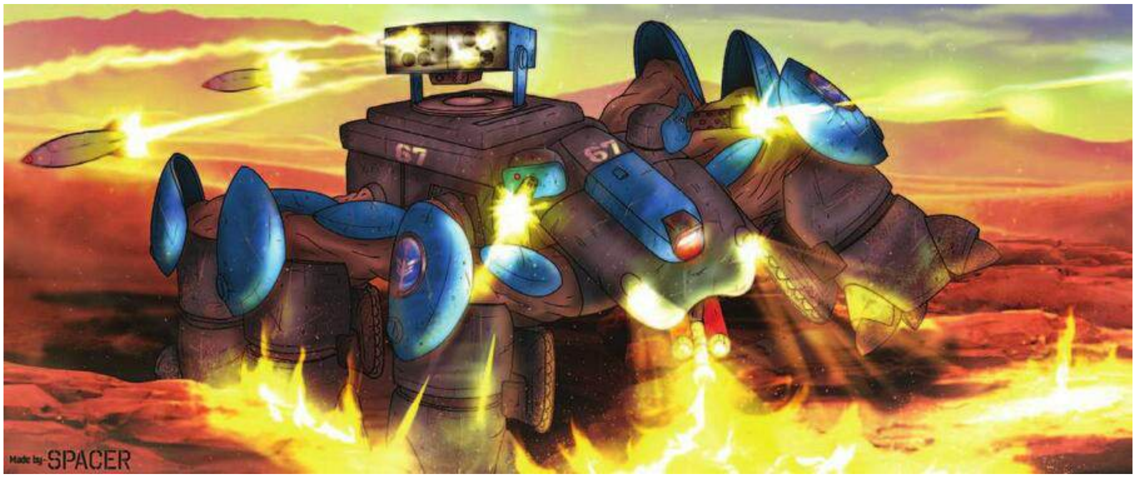
An actor's turn in a round is called their activation. During an activation, an actor may move (unless prevented for narrative reasons like a bogged vehicle or an injury) up to their movement allowance (typically their movement rating modified by their posture as described below), may perform actions, and may spend action points. The movement is *not* considered an action. Note that you still get an activation even if you have no action points remaining; taking your activation is mandatory.

On their turn, an actor may choose to delay their activation until after any activation after theirs. Note that this delays their entire activation; they not may move or perform any actions and then delay. For all future rounds, their place in the initiative order is changed to when they chose to perform their activation.

> *Example: Initiative has been rolled, and the order is Octavia, Adil, then Francis. Octavia goes first and she chooses to delay her activation. After Adil completes his activation, Octavia chooses to use her delayed activation. Next round, the initiative order will be Adil, Octavia, then Francis.*

An actor may instead declare they are going to ready their activation. When doing this, the actor declares a situation. If that situation occurs, the actor immediately takes their activation, interrupting the normal order. This does not affect the actor's position in the initiative order for subsequent rounds. If the situation occurs during another actor's activation, that actor declares all their actions first. Then the readied actor performs their activation before resolving any of the first actor's actions.

> *Example: Adil declares he will ready his activation for when the bandit moves their gear out of cover. On the bandit is activation, the bandit moves out of cover and declares all its actions. Adil uses his readied activation and resolves it before the bandit resolves any of their actions.*



POSTURE

When an actor activates, whether on foot or in a vehicle, they must first declare a posture. The effect of each posture starts at the beginning of the activation and lasts until the start of the actor's next activation. The postures are:

- **Stationary:** The actor is not moving at all and taking no efforts to dodge attacks. Stationary targets may not react and may never roll to dodge or not be hit. In practice this means that attacks against them will always be independent rolls (Dif:5). Narrative circumstances may dictate that some actors may only use this posture. For example, an inoperative or immobilized vehicle or a character who is restrained.
- **Braced:** The actor may change facing, but may not move more than one meter. They may choose to drop prone or stand up as part of this movement. They get a +1d6 bonus to anything that requires a stable position, such as attacking. They suffer a -1d6 penalty to anything that relates to agile movement such as dodging, jumping, or evading an attack.
- **Dug-In:** This posture is a special form of Braced and follows all other rules for Braced. The actor may only use this posture if they chose Braced posture last turn. The actor must also be in cover. They may not move at all (not even changing facing). In addition to all the penalties and bonuses of Braced, the actor gains +1 Arm until it next moves. Vehicles that are hanging on a wall while climbing may not use Dug-In.
- **Standard:** The actor may make one move up to their movement rating. There are no other penalties or bonuses.
- **All Out:** The actor may double their movement rating. They suffer a -1d6 penalty to anything that requires a stable position, such as attacking. They gain a +1d6 bonus to anything that relates to agile movement such as dodging, evading an attack, or leaping a chasm. An infantry or fauna actor may not use this if they have lost more than half their System Shock or hull integrity.
- **Top Speed:** This posture is a special form of All Out and follows all other rules for All Out. It must be declared at the start of the turn and not just at the start of the activation. The actor may only use this posture if they chose the All Out posture last turn. They may take no other actions or reactions that are not directly related to moving (e.g., ramming, shunting, jumping). In addition to all the penalties and bonuses of All Out, they may double their movement rating again (for a total of four times their base move). At the Director's discretion, turning and maneuvering may be limited during this kind of frantic movement. Actors may also attempt to 'push it' for more speed. If they do so, they will add 1 to their movement rating for their first move of the activation for each level of their relevant Athletics or Piloting skill but may not turn at all without first passing a skill test. Failing this test will result in a crash, fall, or skid.

CAUTIOUS MOVE

Infantry and gears that have declared Standard posture may perform a Cautious Move instead. Their MR is halved but they can only be targeted by reactions generated by their actions.

ACTIONS AND ACTION POINTS

Each actor typically begins each round with 1 action point. During an actor's activation they may perform up to 4 actions (basic or free) or 1 full round action. The actor may perform the actions at any and even different points during their movement. All actions and all movements must be declared before resolving any of the actions and actions are resolved in the order in which they were declared. The effects (such as damage) are not applied until after all actions have been resolved. If attacks are made, use the locations of the target and attacker at the time the attack was declared for determining anything about the attack such as line of sight, range, cover etc.

Each action suffers a -Xd6 penalty equal to the total number of basic actions declared, even if only 1 action is performed.

An actor may spend an action point to have a single basic action be ignored when calculating the multiple action penalty. Any remaining penalty still applies to the action the action point was spent on. If an actor has multiple action points (from a vehicle for example) then they may spend multiple action points to have that many actions ignored for calculating the penalty each Action takes. Note that spending action point does not change the maximum number of actions an actor can take per activation.

What an actor can do for an action is limited only by the narrative circumstances. However, a ranged weapon may only be used once per round. If an actor has multiple ranged weapons on a vehicle, they may use each one once.

Example: It is Adil's turn to activate. He declares he is going All Out (which allows him to move up to a total of twice his movement rating) and declares he will attempt 3 actions in his Black Mamba: First he will move to a building and toss in a grenade. Then he will continue his move to cross the street and fire his medium autocannon and medium rocket pack at an exposed Hunter before finally moving behind a building. He decides not to spend his action point so he can spend it for a reaction later. All his actions will suffer a -4d6 penalty (-1d6 for All Out and -1d6 for each Action performed) and he will resolve them in the order declared. Note that he will still spend his vehicle's movement allowance to move before, during, and after each of these actions. Moving happens during his activation, not his action.

Example: Miranda is piloting an advanced Dark Cobra which has an advanced control system (+1 action point). She decides to fire her rotary cannon, rocket pod, and artillery rockets all within the same turn for a total of three actions. She decides to spend both action points, nullifying two of her three actions to determine her action penalty. Therefore, all three of her attacks will only suffer a -1d6 penalty. Note that each action may still incur additional and seperate penalties, due to things such as range or when performing an indirect attack.

FOCUS

An actor may also choose to spend one additional action point on a single action during their activation to add +1d6 to the action being taken. While often it will be more worthwhile to take an additional action instead, there are times where that bonus could be very valuable, or when only a single weapon system is worth firing.

ACTIONS

When actors do things in Heavy Gear they may count as an action. An action is something that requires significant time and concentration from your actor and that will not happen without their input. Certain things that might seem like an action are instead part of your larger turn and do not require spending an action, such as dodging attacks or opening a door. Below is an outline of different action types. Each actor gets to move as part of their turn, and this is not considered an action.

- **Basic Actions:** This is an action you take during your activation. Firing a weapon, attacking in melee, providing offensive or defensive ECM support, or repairing a vehicle are all examples of basic actions.
- **Reflexive Actions:** These are limited to any time you are called upon by the rules to oppose another actor's action. These do not count as sctions or reactions for the purpose of spending action points and, the actor cannot Focus. The most common example is defending against attacks. A character may take as many reflexive actions as they want per turn. Reflexive actions cannot cause reactions.
- **Reactions:** These happen any time you choose to take your action when it is not your activation. Often for brevity's sake, the term react is used interchangeable with reaction. A list of common reactions can be found in its own section below. The most common reaction is Retaliate.
- **Free Actions:** Free actions are actions the actor may take at any time, even during another actor's activation. These do not cost action points to use but may only be used if a rule calls for it. They may not be reacted to. When calculating penalties for taking multiple action in an activation, free actions are ignored and also never suffer those penalties.
- **Full Round Actions:** These are actions that take your entire focus for a turn. A Director can rule any action is a full round action, but most commonly this would be for things that take longer than 6 seconds such as hacking an enemy computer system, performing negotiations, or administering advanced battlefield medicine. When doing a full round action, you may only take reflexive actions.

EXAMPLE ACTIONS

Below is a list of actions commonly seen in combat along with a quick summary. This is not exhaustive, and the full effects are described later. An action with parentheses after it requires the listed ability or equipment and is described with that equipment's special rules.

- **Attack** – The actor makes an attack with a single weapon against a target with an opposed skill test.
- **Forward Observation** – The actor passes on targeting data to another for calling in artillery using a skill test.
- **Hide** – The actor takes steps to hide their presence with a skill test; sensors do not detect them while hidden. Hidden is lost if the user attacks for moves more than half speed.
- **Reload –** Reload a weapon that has run out of ammo. Requires a free hand on manip weapons.
- **Plant Mine (mines or minelaying gear)** – Plant a mine at a location.
- **Patch (repair array or medical supplies)** – Allow an actor to ignore -1d6 of damage or remove fire, corrosion or haywire from a single actor (medics) or vehicle (repair). This is a full round action for the actor performing the repair and requires a successful unopposed Repair skill test.
- **Smoke (Smoke)** – Deploy smoke if smoke launchers are equipped.
- **ECM Hack (ECM/ECM suite) –** Using an opposed skill test, hack the enemy computers and impose a -1d6 character to any roll requiring the use of those computers.
- **ECM Jam (ECM/ECM suite) –** Overload opposing communications equipment using an opposed skill test, overloaded equipment cannot be used for 1 round.
- **ECM Protection (ECM/ECM suite)** – Send out a 'bubble' of electronic noise, making it harder for computer systems to lock on to things within 30m (6in).
- **Aim –** Improve your chances to hit with subsequent attacks. Refer to Aiming later in this chapter.
- **Enter/Exit Vehicle -** The actor must reach a vehicle to get in it and start it up. To get in or out of a vehicle is a full round action. On a successful Athletics based skill test it can be performed as a free action. This skill test may be performed once per round.
- **Help –** Help another actor with a skill test.

REACTIONS

An actor may perform an action outside of their activation by spending 1 action point. This is called a reaction. Reactions can be anything done quickly and without setup, such as firing off a quick shot or punching back in a fist fight. An actor may spend as many action points as they want to use (they still have to have them) on reactions, but keep in mind that will mean their actual activation will be heavily penalized as they have none left to spend. An actor may only declare reactions to specific triggers:

- ▷ Another actor declares an action.
- ▷ An actor in sensor lock or LOS ends an activation without making any actions.
- ▷ Another actor leaves the range of a melee weapon the actor has.
- ▷ Another actor leaves the actor's LOS. In this case the reaciton is declared just before LOS is left.

Declaring a reaction requires either LOS or sensor lock. If the reaction requires the actor to target another actor (such as shooting), the primary target *must* be the actor currently activating (though can include other targets via AoE or Split traits) and must be a legal target. All reactions must be declared after the action or trigger prompting them is declared.

Unless otherwise stated (such as a pursue reaction), an actor can never move more than 5m (1in) due to reactions during a round.

If attacks are made as part of a reaction, all modifiers, line of sight, range, etc. related to the attack is determined from the position the target was when the Reaction was declared.

All reactions and actions are simultaneous, meaning that any damage results taken, or even the destruction of one side will not occur until after all the movement, actions and reactions are resolved. While this may end with a character disabled or even killed on the first action still moving and doing other things, it does represent the near simultaneous nature of the reactions.

Example: Adil declares he will shoot his medium autocannon as one of his actions. Orris, in his Dingo, declares he will shoot Adil as a reaction as Adil takes the shot. This costs an action point. Adil continues to declare his actions until he is ready to resolve them. When it comes time to resolve the medium autocannon attack, the reaction is resolved too. This is resolved as a standard attack, likely using Orris's Gunnery: Heavy Gear skill. If Adil is hit and suffers any effects from the attack, those are not applied until after he has resolved all three of his actions. Orris now cannot spend his action point on his activation. He can still perform actions but even if he does just one action it will incur a -1d6 penalty.

EXAMPLE REACTIONS

Below is a list of reactions commonly seen in combat along with a quick summary. This is not exhaustive, and the full effects are described later. A reaction with parentheses after it requires the listed ability or equipment and is described with that equipment's rules.

- ▷ **Retaliate** – Attack an opponent during an opportune moment with an attack.
- ▷ **Fire Mission** – React to a friendly performing a Forward Observation; make an attack against the Forward Observation target with an indirect attack ignoring sensor range requirements.
- ▷ **Counterstrike (Counter Battery System)** - Return fire against opposing artillery or indirect fire.
- ▷ **ECM Jam (ECM/ECM Suite)** - Overload opposing communications equipment using an opposed skill test; jammed equipment cannot be used for 1 round.
- ▷ **ECCM Firewall (ECCM/ECCM Suite)** – When a friendly is targeted with a hacking or jamming attempt, you become the target instead.
- ▷ **Evasive Maneuvers** - The actor gains one reroll that may only be used on defense rolls. This reroll expires once they take any other reaction or they begin their next activation. Vehicles may only perform this reaction if they have an MR of at least 5.
- ▷ **Flee** – The user ducks out of line of sight. See later in this chapter for more information.
- ▷ **Pursue –** The user follows or attempts to cutoff a moving foe. See later in this chapter for more information.

BATTLEFIELD KNOWLEDGE

Complete battlefield awareness is rare. Thanks to intervening terrain and the fog of war, actors often do not know everything about what is going on at any given time. Before an actor can act against another actor or object, they must have either direct line of sight or a sensor lock.

Line of sight (abbreviated to LOS) is what an actor can directly see from their current position. They have LOS onto anything within their front arc that is not fully obscured or blocked by something.

In low light conditions (twilight) they can see about 150 meters. In darkness they can see appoximately 20 meters clearly. Both cases are for humans with no equipment.

Sensor lock occurs when something is visible on an actor's sensors. An actor has sensor lock to another actor or object if its sensors can see it. If the opposing actor or object is fully obscured or hidden, an actor may still be able to know their location using sensors but this depends on what is hiding the other actor. Sensors are typically provided by a vehicle, though some handheld units may also be possible. Refer to **Chapter 12** for more information on sensors.

ARCS

it is not always possible for a combatant to use every tool at their disposal in all directions. To reflect this all, actors have arcs.

The front 180 degrees of an actor is referred to as the front arc and the back 180 degrees is the back arc. A right arc (R) and left arc (L) are also defined using the left and right 180-degree portions of the object in question.

When an actor attacks or otherwise physically engages a target while completely in the target's rear arc, that attacker gains +1d6 to the attempt. For non-walker or strider vehicles this is +2d6 instead.

Northern Guard gunner on a Rock Beetle VTOL

ACTOR TYPES

Heavy Gear features many types of actors, who all act and fight in different ways. Actor types are noted on the relevant entries for each vehicle or piece of equipment, but on occasion the Director may have to determine an actor type on the spot.

INFANTRY

Infantry represents human(s) operating on foot without any form of mechanical assistance. This also represents singular characters.

Infantry gain +2d6 for cover instead of +1d6. Infantry may freely vault over obstacles up to half of their height without slowing their movement, assuming they are not over encumbered with equipment. If vaulting several obstacles in this way the Director should call for an appropriate Athletics roll.

GEARS

Gears are bipedal, single crewman, armored combat walkers. They occupy a medium between traditional tanks and infantry in almost all respects. Compared to tanks, gears do not have as much heavy armor and firepower but can handle dense terrain much easier. Their lightweight design also allows them to be easily moved from one place to another. While gears are the preeminent combat system on Terra Nova they are far from the dominant platform and instead operate as part of combined arms operations. This term also encompasses the Frames, Golems, and Armigers used by other factions.

All rules in Heavy Gear are written with gears in mind first so gears have no additional special rules to include. Gears can, however, be customized.

If a gear has 2 MRs listed (W/G:X for example) it may choose to use only the non W movement type during its move. In this case increase its move by 1.5x rounding up. If the gear does not do this it is assumed to be using a mix of both walking and its wheels/treads as is approrpriate for the terrain.

STRIDERS

Striders are the next step up from gears. Often non-humanoid and requiring multiple crewmen, these vehicles can be more accurately described as walking tanks. Caprician mounts are also classed as striders.

Striders have no special rules.

VEHICLES

The 62nd century has not left traditional combat vehicles behind. From tanks to civilian cars, wheeled or tracked transportation and combat vehicles are common.

The term vehicle is used for an actor type as well as a general statement encompassing piloted combat vehicles. All cases of the word vehicle are assumed to be referring to all kinds of vehicles (Gears, Striders etc). A rule will specifically call out if it is referring to this unit type instead.

Actors with the vehicle type may not climb steep surfaces and need enough room to turn if making a turn.

Attackers get +2d6 when attacking this actor type from their back arc (the attacker must be completely within the back arc of the defender).

Vehicles may be customized at the Director's discretion.

VTOLS

VTOL is an acronym for Vertical Take-Off and Landing, a type of aircraft designed to operate with no runways. This includes helicopters and other forms of slower, low altitude aircraft. These are often used for transport operations, news reporting, pleasure, or battlefield support.

VTOLs are either at combat altitude, nap of the earth (NOE), or cruising. At combat altitude the VTOL is typically less than 200m in the air and gains a +1d6 to resist attempts to attack it with weapons or anything that requires hitting the VTOL. Melee weapons cannot attack VTOLs at combat altitude, and the vehicle is treated as having the H (Hover) movement rating, but can move over all terrain smaller than its altitude. NOE represents the VTOL operating at extremely low altitudes, often as low as 10m. While at NOE the VTOL is treated as a normal vehicle with the Hover movement rating, and follows the rules for that actor type. A VTOL may transition from either combat altitude or NOE to the other once per move. A VTOL that is cruising treats its movement rating as F (Flight) instead of what is listed and increases its movement rating by 8. VTOLs can transition to cruising from NOE or to NOE from cruising as an action at the end of its movement. VTOLs may not ram and may not be the target of melee attacks or ramming attempts.

AIRCRAFT

Aircraft are any fixed wing aircraft requiring a runway of any length. These are uncommon on Terra Nova and are used for commercial transit, freight, and occasional military operations. Often, they operate at far too high an altitude to interact with.

Anything aimed at aircraft cannot modify its threshold number to better than a 6 and aircraft get +3d6 to any roll to avoid getting hit. Aircraft may not ram and may not be the target of melee attacks.

If an aircraft moves less than 1/4th of their MR, they stall and the pilot loses control. The pilot must perform a skill test to regain control at the start of their activation. If they fail the vehicle is still stalled, otherwise they regain control. If the aircraft is stalled for 3 consecutive activations it crashes and kills the pilot.

Aircraft ACs and RCs gain the Flak trait.

DRONE:X

Drone are autonomous combat units that can serve a variety of functions.

Drones are treated as separate actors to the controller and may perform 1 action during the controller's activation. If the Drone must make a skill test to attack or dodge, treat all its skills as X.

The combined value of X for all drones under a single controller cannot exceed the value of their drone controller:X equipment.

WATERCRAFT

Open water is a rarity on Terra Nova, but is not unheard of in the polar regions. While not reaching the size of the ships seen in Earth's history, commercial and military watercraft are common on these lakes and rivers.

Watercraft have no particular special rules aside from only being able to operate in water and doing so at no penalty.

FAUNA

Fauna are biological animals that live on Terra Nova. They come in many forms, usually insectoid or reptilian.

Any time a fauna takes a damage result, at least 1 of that damage must be applied as Shell Shock. When a fauna can take no more Shell Shock results, it flees or otherwise attempts to disengage. Fauna are not affected by electronic warfare actions or their effects and may not perform them. Fauna count as skill 2 for attacks and defense.

SWARMS

Swarms represent collections of smaller entities that would be difficult or time consuming to track individually. This can be a swarm of small animals or even infantrymen in a gear fight. Swarms should generally only be used when a Director wants to aggregate a group of creatures (or people) and not have to deal with tracking all their actions separately.

Swarms use hull integrity or System Shock as appropriate to their type and have a total equal to 2x the number of members unless otherwise stated.

Swarms act together and always attack the same target. They are treated as a single entity when attacking. When attacking, if the swarm has at least 4 members with a weapon, that weapon gets +1 damage. If there are at least 8 members, this is increased to +2 damage. Swarms may not use the dual wielding rules.

If a swarm does not have set stats (such as an infantry squad), its skill level in each skill is equal to the estimated average of the members.

> *Example: An infantry squad consists of a sharpshooter (Skill 4 with their weapon) and has 3 other members who are Skill 2 with their weapon. This swarm has 8 System Shock and would count its Skill as 2 when attacking with their weapons.*

Swarm is an actor type that is always combined with either infantry or fauna actor types, and uses all the rules for that type and swarms. For example, an infantry swarm would use infantry and swarm rules.

Swarms can only ever take 2 damage from any attack, unless if that attack has a Burst of at least 2, fire damage, the Frag, Spray and/or Blast traits, or is using some kind of other high explosives like air burst missiles or rocket packs. If attacked by these weapons, swarms can take full damage. When swarms suffer damage, it instead suffers a special damage result called Casualties (See Below).

Casualties: The loss of team members has reduced this actor's combat effectiveness.

Reduce all rolls to attack with this actor by Xd6 where X is the amount of cumulative damage taken by Casualties damage results. Further damage to this actor increases this damage result by the amount of damage taken. This actor is considered out of the conflict if it sustains more than Xd6 worth of Casualties damage results, where X is the actor's System Shock stat. The only way to remove this damage is for additional members to join the actor to replace the casualties. This damage result does not degrade.

BUILDING

Buildings are structures or other static objects that cannot move. Buildings may never gain any bonus for cover, and may only declare the Stationary posture.

MOVEMENT

MOVEMENT RATE

When an actor moves during their activation, regardless of being in a vehicle or not, they can move up to their movement rate or MR as determined by their posture. If a rule affects movement rating – such as difficult terrain slowing movement – it will only affect the portion of it that occurs in those conditions.

Actors may, at any time during their move, pause and declare actions before continuing. They may repeat this as many times as they want during their activation. Remember that all actions are declared before resolving any of them. If an actor has movement left after declaring their last action, then they may still finish their move.

Movement is always directly forwards from the perspective of the moving actor. If an actor wants to maintain a facing other than the direction of travel their MR is halved.

MOVING ON FOOT

Actors on foot have a Movement Rate of 6m – or 3" in Blitz Mode – by default. Some ground conditions may change this, as can things like carrying too much weight. Moving actors may freely change direction or facing, may jump or drop to the ground, open a door if they have a free hand, or climb a ladder or a rope all without counting as an action. Directors may call on certain skill tests as part of movement, such as calling for an Athletics domain skill to jump, or a Survival domain skill to move through a sucking bog. Actors on foot use the Infantry (I) movement type (see below) as well as being treated as the Infantry actor type (above).

MOVING IN A VEHICLE

When using a vehicle, actors use the vehicle's movement rating instead of their own. While in Blitz mode, you may change facing freely when moving. In Narrative mode, Directors may require you to move a certain distance before turning. For example, very few cars can swivel on their axis, while most tracked vehicles can.

MOVEMENT TYPES

Vehicles may have more than one way of traveling. For example most heavy gears – in addition to walking or running – have a secondary movement system of treads or wheels allowing them to roll along flat ground and attain higher speeds. The vehicle movement types and their limitations when moving, are as follows:

- ▷ **Infantry (I):** For all actors on foot or riding a non-flying animal. Infantry movement allows actors to vault over obstacles less than half their height without a skill test or slowing. This movement type may enter buildings and climb vertical surfaces if things like handholds or equipment are available. Infantry riding animals may have to make a skill test when vaulting obstacles. Infantry movement actors can climb if they have hands.
- ▷ **Ground (G):** This is for treaded or wheeled vehicles. A vehicle using (G) movement may never pass over obstacles without a ramp or enter buildings (unless there is a door, or they are willing and able to break through a wall). They move at half MR in difficult terrain. They cannot climb unless they have climbing equipment. Ground vehicles gain a bonus 1" to MR if they are moving on a road. This bonus is doubled when going Top Speed. Treaded vehicles may turn in place, while wheeled ones may need to move 1 or more meters/inches before each 45 degrees of turning.
- ▷ **Walker (W):** Used by anthropomorphic robots like gears and striders or some drones. Walker movement allows the vehicle to pass through difficult terrain without penalty. Walkers may vault over obstacles less than half their height without slowing their movement but may have to make a Piloting skill test if they take several vaults in a turn. Gears might damage objects they climb over, such as crushing cars underfoot. Walkers can climb if they have arms. Generally they can always turn freely, but Directors may require a piloting roll to avoid a skid at high speeds. Walkers may enter buildings that are designed for them.
- ▷ **Hover (H):** Hover movement represents ground effect fans, magnetic levitation, or powered flight. Vehicles using (H) movement may ignore the effects of difficult terrain or water. They may vault obstacles up to half their height. For turning, treat them as (G) vehicles. (H) vehicles cannot climb unless they have the Climber trait or do not have the Walker movement type. Vehicles with only this MR also have the Jump Jets equipment included.
- ▷ **Flight (F):** Flight movement is used for aircraft. This movement can move over any terrain, building, vehicle, etc. without penalty. Vehicles with this actor type can never brace and must end their activation at least their MR away from where they started.
- ▷ **Aquatic (A):** This movement type allows for normal movement along water only. Directors may define areas of difficult terrain to represent places with debris, rocks, or sand bars that will slow movement as normal. Some aquatic movement types may also be able to travel underwater. This is covered with the Submersible trait.

TERRAIN EFFECTS

OPEN GROUND

Most ground will be open ground. This consists of natural terrain that contains minor obstructions, divots, stones, scrub, and debris, as well as gentle hills or uneven patches of sand or mud. Actors in open ground use their movement normally. Water never counts as open ground.

ROADS AND PACKED SURFACES

When an actor is moving over a flat and open space such as packed earth, a track, or a road, they may put on more speed. Ground movement types gain +1" MR, and, so long as they stay on the road for their entire movement, multiply their MR by 6 times instead of 4 times when using the All Out posture. Walker and Infantry move types may multiply their MR by 5 times when going Top Speed instead of 4 times, but likewise must remain on the road for the whole move.

DIFFICULT TERRAIN

Difficult terrain represents rough ground and arduous conditions such as bogs or shallow water, a debris field from a collapsed building, areas of dense undergrowth or a forest, rocky terrain, and plains of shifting sand. It costs actors using the Ground or Hover movement types twice as much movement to pass through these areas.

> *Example: A civilian sedan (MR Ground:6) is on the move. It can normally move 6in, but is going through 1in of swamp. That 1in of swamp will count as 2in of its movement, allowing a total move of 5in.*

DANGEROUS TERRAIN

Dangerous terrain is defined as those areas that could pose a threat to an actor passing through them. Fires, barbwire, tank traps, or even minefields can use these rules. A Director defines a dfficulty (Dif) for the terrain using the example chart below:

Type of Dangerous Terrain	*Dif*
Debris, Quicksand, Rubble	4
Barbed Wire, Tank Traps, White Sand	5
Wildfire, Burning Liquid	6
Minefield	7

When an actor moves through dangerous terrain, it must make an independent roll at difficulty chosen by the Director. Using Walker or Infantry move types adds +1d6 while going All-Out gives a -1d6. Each MoF will result in damage to the actor, usually to its legs or movement system.

Not all actors will treat dangerous terrain equally. For example, Hover (H) movement type ignore all dangerous terrain except for minefields (which often have bouncing mines to deal with these kind of vehicles). Additionally, it would be fine to treat an area of barbed wire as dangerous for infantry, but a heavy gear will stomp through it just fine. Fire will light vehicles that pass through it on fire.

The Minefield rules here allow for simplifying the process. Profiles for mines can be found in the personal weapons section in case Directors would rather have a character take damage from these like a regular attack.

AREA TERRAIN

Area terrain is a cluster of terrain of similar size and description that exists in a defined area. This could be a clump of trees, tank traps, or even shipping containers. Treat this as a single piece of cover that hides actors smaller than it. While in it, it is counted as cover; refer to Cover, below.

CLIMBING

Some actors can climb surfaces with a successful Climbing skill test (Dif:5). Usually this is to get to the top of a terrain feature, but actors may also move horizontally while climbing.

To climb, an actor must have the Infantry, Creature or Gear actor type or climbing gear. Directors in Narrative Mode may also require the actor to stow any weapons when climbing at the cost of an action.

Climbing can be combined with normal movement during a single move. If any part of a move involves climbing, the entire move uses the climb rating found on the table below.

Climbing actor	Climb Distance
Infantry/Creature actor	2m (1in)
Gear actor	4m (2in)
Actor with climbing gear or Climber trait	Full MR

If an actor has already moved up to its climb rating before it begins to climb, then it cannot begin to climb. Postures such as All-Out or effects that allow actors to double their MRs may double the distances listed on the table above.

FALLING

If an actor fails their climbing skill test or is otherwise dislodged from the surface they are climbing, they fall. The actor sustains 1 damage per 4m (2in) of distance they fall.

ACTIONS WHILE CLIMBING

An actor that is climbing may perform actions if they have hands available or can do it some other way. While climbing, the actor is always counted as performing 1 Action in addition to any others. This does count as an action towards the normal 4 action limit.

> *Example: A Warrior Gear has a normal movement rate (MR) of 6. It moves 1 inch towards a wall and begins to climb. Because part of this move involves climbing, its MR for the entire move is 2 inches instead of 6. It can climb 1 inch vertically during this move because it already traveled 1 inch (it has 1 inch of MR left). If it is moving at Top Speed, then it may climb another 2 inches up the wall because Top Speed doubles movement rating.*

COVER

The best way to dodge a bullet is to obscure or reduce your profile, lessening the chance of being hit and taking damage. There are two factors that determine how much protection cover provides: how much of you is obscured, and what is obscuring you. An actor may stack 1 instance of partial cover, and 1 instance of full cover.

AMOUNT OF COVER

The amount of cover an actor receives is based on how much of them is obscured. The more obscured they are, the harder they are to hit.

- ▷ **Partial Cover** - Partial cover is when only part of an actor's profile is covered or obscured from another actor's LOS. Partial cover provides a +1d6 bonus for defense rolls against all types of attacks except electronic warfare.
- ▷ **Full Cover** - An actor has full cover when their profile is completely covered or obscured from another actor's LOS. Full cover grants +1d6 to defense rolls like partial cover if the target can still be attacked.

Terrain features are broken down into light, medium or heavy. This determines if weapons can fire directly through full cover and if sensors can lock onto a target behind full cover.

TYPE OF COVER

The type of cover an object is determines if certain attacks or actions can be taken against an actor hiding behind it.

- ▷ **Light Cover -** Light cover represents things that obscure the target but won't stop or slow a bullet. Examples include fog, bedsheets and thin drywall. When an actor has a sensor lock on an enemy actor (or point) behind full light cover, the actor can still attack the enemy actor or point. The target will still benefit from the +1d6 cover bonus to defense rolls for partial cover.
- ▷ **Medium Cover** - Medium cover follows all the rules for light cover, except targets behind full medium cover cannot be attacked with Direct, Proximity or Melee weapons.
- ▷ **Heavy Cover** - Full heavy cover follows the rules for medium cover and prevents sensor lock from being acquired on targets behind it, and those targets cannot be attacked by Direct, Proximity or Melee weapons.

Take cover!

Type of Cover	Examples
Light	Small to medium trees, wooden building or fence, bushes
Medium	Small to medium sized nonmilitary buildings, concrete barriers, armored car door, sandbags
Heavy	Military buildings, large civilian structures, boulders/rocky terrain

INTERVENING ACTORS AS COVER

Actors between an attacker and a defender provide cover. Actors providing cover are never damaged unless they are a secondary target being affected by AoE attacks. Humans or creatures would be light cover, while armored vehicles would be medium cover at best.

If an actor is providing full cover to another actor, you may target the blocked actor with direct fire if the obscuring actor is the size of the target or smaller. Actors that are providing cover count as medium cover.

OVERHANGING COVER

If something above the actor would grant cover from an attack coming from above, that follows the normal cover rules. Indirect attacks (below) are blocked if the target has medium or heavy overhead cover.

ATTACKS

Attacks are one of the most common forms of action or reaction in a conflict. While only one roll is made for an attack per action, one can assume for cinematic purposes that each attack may be a series of shots or strikes. It might be a salvo of missiles, three round bursts with a rifle, or a series of shots with a semi-automatic weapon. Likewise, a melee attack is not necessarily a single swing but a series of strikes, parries, slashes, or blows that constitute the single attack roll. When made with a melee weapon, they might still combine kicks, punches, or takedowns as part of the description.

RANGED ATTACKS

Ranged attacks are one of the most common forms of action or reaction in a conflict. When making an attack roll the player will use their relevant skills (typically Gunnery domain skills) and add any bonuses or penalties for equipment or situation. The target may perform a Reflexive action (using an Athletics or Survival skill usually) to dodge the attack, if they do so the attack is an opposed skill test, otherwise it is an independent skill test with a Dif of 5. As usual, all bonus and penalty dice are be combined. The chart below lists common modifiers to attack and defense rolls, but other modifiers may exist in special cases. Note that these are not edges or challenges, and a player can lobby for an edge of challenge to their attack or defense roll in addition to the below. Each individual ranged weapon may only be used once per round.

Ranged attacks are classed as either direct attacks or indirect attacks. Direct attacks can target anything in line of sight. It can attack anything outside of line of sight so long as the user has sensor lock to the target and whatever is obstructing the shot is sufficiently thin for the rounds to pass through. Direct weapons may be used for reactions if they are on a vehicle's manip slots.

Indirect attacks can also target anything line of sight or that an actor has sensor lock to and suffer a -1d6 penalty. However, if the actor is using just line of sight and not sensor lock there is a TP:1. Other characters can forward observe for indirect weapons, which allows them to attack things outside their sensor range, ignoring the TP:1 for targets out of sensor lock as well as removing the -1d6 penatly for indirect attacks. Indirect attacks cannot be used as a reaction except to a forward observation.

Proximity attacks are AoE attacks (See Traits in chapter 13 on vehicles), which can are resolved against everyhing within range just like a direct attack. Roll each attack separately.

Ranged Attacker Modifiers	
Situation	Modifier
Attacker Braced/Dug In	+1d6
Attacker in Target's Rear Arc	+1d6
Weapon has Burst:X Trait	+Xd6
Attacker is Elevated	TB:1
Attacker in All-Out Posture	-1d6
Target in Sub-Optimal Range	-1d6
Target is a Secondary Target	-1d6
Attack is an Indirect Attack	-1d6
Attacker uses Focus	+1d6
Attack is a Fire Mission Action	+1d6
Attacker is Aiming	TB:1

Ranged Defender Modifiers	
Situation	Modifier
Target is at All Out/Top Speed Posture	+1d6
Target is at Braced/Dug-In Posture	-1d6
Target is in an ECM Defense Bubble	+1d6
Target in Partial Cover	+1d6
Target in Full Cover	+1d6

AIMING

To improve their chances to hit, an actor may aim a shot. Aiming is a full round action and the actor must either be Braced or Dug-In. The actor chooses a target and gains a a TB:1 to ranged attack rolls against it. In addition, when the actor takes their shot, double the maximum optimal and maximum range of this shot. This bonus lasts until the actor declares a different target, chooses a posture other than Braced or Dug In or the target is no longer in LOS and sensor lock.

> *Example: Octavia performs an Aiming action with her Hunter's Light Autocannon (Range 60-180/360). Its range is now 60-360/720.*

Actors on foot using scopes lose their peripheral vision and take an additional TP:1 on tests having to do with awareness of their surroundings, in addition to any penalties from the Braced posture.

ELEVATED FIRING POSITIONS

If the attacking actor is elevated above the highest point of a defending actor's silhouette, then the attacking actor gains TB:1 for the attack. Elevated VTOLs and aircraft not at NoE automatically gain this modifier when attacking other actors unless they are also an elevated VTOL or aircraft not at NoE.

DUAL WIELDING

It is possible for skilled or reckless people to dual wield ranged weapons. An Infantry actor may choose to dual wield two identical ranged weapons and combine them into a single attack. When an actor is dual wielding, the attack gains a +1d6 to attacks with their primary weapon but at a TP:1. An actor does not have to dual wield, instead they may simply treat each weapon separately and attack different targets or even the same target twice.

If an actor does not have the Strong perk, they may only wield pistols in this way. If an actor has the Strong level 1 perk they may wield submachine guns and carbine sized weapons in this way. With Strong level 2 they may wield rifle sized weapons. Finally, If an actor has both Strong level 2 and Large level 2 (such as Mordred GREL do) they may dual wield heavy weapons. Using Burst with small arms when dual wielding will result in a further TP:1 penalty to any shot with the weapons. Using burst with heavy weapons is not allowed. You cannot Aim, climb, declare Top Speed, or perform many other actions requiring your hands when dual wielding, and may suffer a -1d6 penalty to some actions for the added awkwardness of the guns.

CALLED SHOTS

Called shots are ways for characters to attempt to hit specific parts of the target. This can include attempting to cause nonlethal damage on the target (counts as a 1d6 damage result) or knock them out (3d6). When performing a called shot, the attacker must select a damage result that could be applied to the target. The attack will not benefit from AoE, Blast or Burst traits and suffers a TP equal to the d6 of the damage result (so a 2d6 damage result imposes TP:2). The first damage result assigned must be the selected result if enough damage is dealt to cause that result. Note that sometimes a shot will still be fatal, such as a tank gun hitting a single human in the leg, if the target's Arm is half or less than the firing weapons then the nonlethal option cannot be used. Additionally, if the target is living, the character may opt to suffer a TP:2 to reduce the target's toughness by 1 when calculating damage.

A shot in the night

DEFENSE ROLLS

A defense roll is a reflexive action that happens any time that an actor who can defend themselves is attacked. They will make a skill test, along with any modifiers, opposing the attacker's skill test. Making a defense Roll is optional, but if the actor chooses to do one it makes the attack an opposed skill test. The defense roll only allows the target to dodge the attack, not fight back or retaliate in any other way.

Usually defense rolls will use skills such as Tactics, Survival, Melee, or Piloting (when in a vehicle) to represent the actor's understanding of best practices and skill at protecting themselves. In some cases - such as when a new attacker strikes from a hidden position – an Awareness-related skill might be ideal.

DAMAGE AND DESTROYING VEHICLES

Damage is covered in the basic rules, but as a reminder:

MoS of the attack + DAM of the weapon - Arm + toughness (for living creatures) = The dice penalty of a damage result.

A vehicle that takes damage results equal to its HI is Disabled. What actions can still be declared at this point are up to the Director and the actor will be immobilized. Crew are usually also disabled at this point but can roll to eject (see below).

A vehicle that takes damage results equal to twice it is HI is Destroyed. At this point the unit can take no other actions and often there will be damage to the crew.

A vehicle that is Destroyed in one hit is Overkilled. In this case the crew are usually killed or disabled themselves. See ejecting, below, for how to survive these catastrophic events.

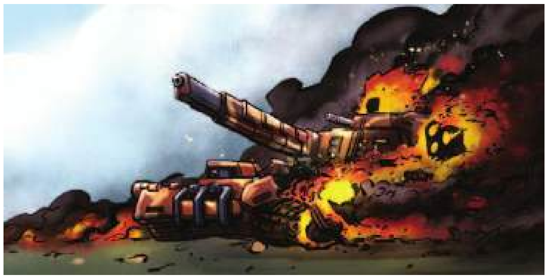
EJECTING OR BAILING OUT

When a vehicle is destroyed, the crew within are usually affected, whether from shrapnel or stress. Each crew member must make an independent skill test to evacuate with a Dif equal to the MoS of the disabling attack. The actor bailing out not include any piloting modifiers of the vehicle. On a success, the actor escapes harm and may choose to leave the vehicle. On a failure, they take a Damage Result equal to their MoF.

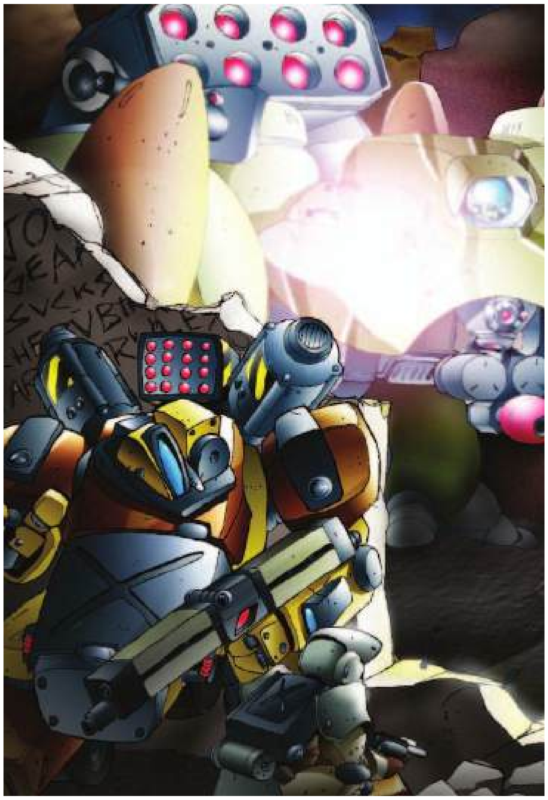
For Overkills and explosions, there is little that can be done to save the crew. If it fits the tone of the game, the Director can allow the actor to survive using Emergency Dice.

REACTION: RETALIATE

The reacting actor makes an attack at an opportune moment.



Wrecked Aller tank



The actor using this reaction may make an attack against the actor that caused the reaction. This attack may hit other actors so long as the original target is the actor that generated this reaction. The actor performing this Reaction may only use non-heavy weapons if on foot or, if they are in a vehicle, APGL, MG, any manip mounted weapon, prox and melee weapons only.

ACTION: FORWARD OBSERVATION

Another actor may also give a firing solution to an indirect attacker attacker. This is called forward observing (or FO). In this case, all modifiers are calculated from the forward observer's LOS.

To make an FO, the observer will roll their relevant skill (Electronic Warfare or Awareness) which may be opposed by any actor that is directly targeted with any ECM equipment it has. If the FO is unopposed, then it is an independent roll with a Dif of 5. Any bonus that applies to sending or receiving data such as a gear's EW stat apply to this roll. If the observer is destroyed or jammed during their attempt, the forward observation fails. If successful, any friendly actor(s) may immediately take a fire mission reaction targeting the forward observation target. An FO, even if it uses a TD, does not reveal the location of the user or who exactly is performing the FO.

FIRE MISSION: REACTION

When making a fire mission, the nominated actor(s) gain +1d6 to their attack against the primary target. It will use the LOS related modifiers from the FO actor but will take range from its own position and gain any normal bonuses or penalties for posture or damage. If the FO actor has the Target Designator (TD) equipment, then weapons with the Guided trait will gain a further +1d6 to all primary and secondary targets. Vehicles may perform this reaction with any of their indirect weapons.

MELEE

Melee (and unarmed) attacks follow all the same rules as ranged attacks, but the range in this case is the length of the weapon. Melee weapons, unlike ranged weapons, are not limited to how many attacks they can be used on in a round. Common modifiers seen elsewhere that apply to melee attacks are:

Melee Attacker Modifiers	
Situation	Modifier
Attacker armed, Defender not armed	+1d6
Attacker at All Out/Top Speed Posture	-1d6
Attacker in Target's Rear Arc	+1d6

Melee Defender Modifiers	
Situation	Modifer
Defender has Partial Cover	+1d6
Defender has Full Cover	+1d6
Defender has a Shield/Buckler	+1d6
Defender is at All-Out/Top Speed Posture	+1d6
Defender is at Braced/Dug-In Posture	-1d6

When an actor on foot is within 1 meter or within range of a melee weapon of another actor, they are engaged.

Ranged attacks on an engaged actor (without AoE) grant the defender +1d6 in addition to other bonuses. If an attack misses by an MoF of 1 (and no more than 1), then the attacker must roll against the other participant in the melee. This attack suffers a -1d6 penalty and ignores any rear arc bonuses. If there are three or more actors engaged with each other, randomize one to be the target.

When an actor attempts to leave the melee range of another actor, the other actor can perform an opposed Melee skill test to prevent them from leaving. This test is automatically passed if the actor leaving is not infantry and is leaving engagement with an infantry actor except swarms. If the actor leaving has an ARM value higher than the other actor by at least 4 or is a swarm, the test is automatically passed. The leaving actor gains +1d6 to this attempt if they have a higher ARM than the other actor or if the other actor is engaged by another friendly actor. These bonuses stack. If the test is failed, the actor completes its activation as normal but cannot disengage.

Anytime an actor leaves the range of another actor's melee weapons, the actor who's range was left may make a reaction against the actor leaving the range without spending an action point.

Argos showing its axe

UNARMED TARGETS

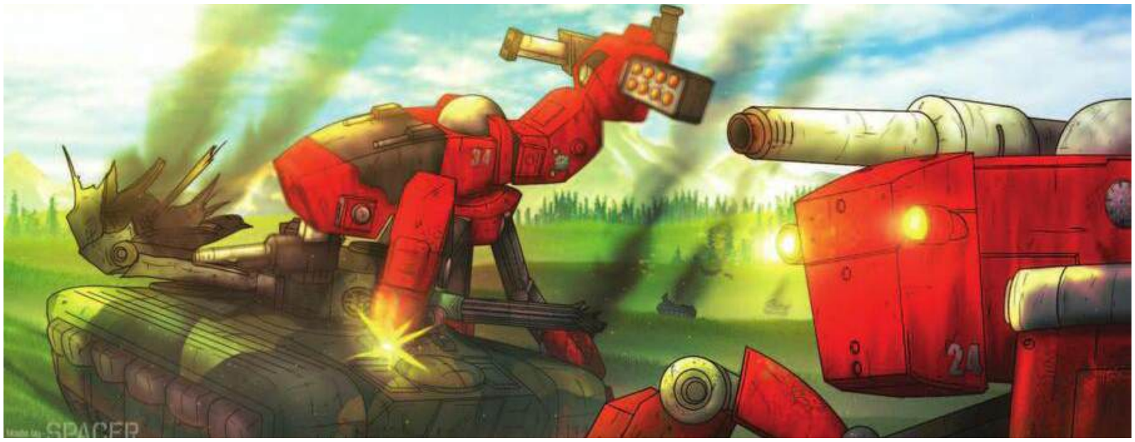
If a target without a melee weapon (excluding fists) or shield of some kind - even something improvised like a rifle butt or chair - is being attacked by another actor with a melee weapon, the attacker will gain +1d6 to the attack roll.

DUAL WIELDING

Actors may dual wield melee weapons like ranged weapons, except instead of the Strong perk the TP:1 penalty can be ignored if the Director rules the actor is ambidextrous, or they have the Agile level 2 perk.

RAMMING

Vehicles (gears included) may attempt to ram their target as a form of melee attack. Treat the damage of the ram as equal to the AR -2 of the vehicle and Increase the DAM by 1 per full 6m (2in) moved. The ramming vehicle is also damaged, using the same MoS and DAM of the ramming attack. If the target of the ram is infantry, fauna or any target that isn't solid, the ramming vehicle takes no damage.



ECM ACTIONS

ECM in Heavy Gear is a catch-all term for a wide array of signal jammers, wireless automated hacking suites, and encryption/decryption systems that can be found on military vehicles. ECM actions are *not* attacks, but do allow reflexive actions. Vehicles with the ECM suite, advanced ECM suite, or ECCM suite gain access to some special actions that only they can perform. Actors on foot can also do these actions with approrpriate equipment. The traits that enable the actions below are listed in brackets after the action. Advanced ECM suites can do anything ECM suites can but, gain a special bonus on the Protect action. All ECM actions require sensor lock to the target. ECM actions do not affect fauna. Several ECM related actions will use the Jammed damage result below:

JAMMED

The actor's communications or sensor systems are overwhelmed by an enemy electronic attack. Anything from a full system reset, to switching to channels may be required.

Jammed lasts for one round per -1d6 inflicted. The actor can take no actions requiring radio signals such as communicating with friends, or FO attempts. The affected actor cannot use any ECM actions during this time. Comms equipment like comms suites and satellite uplinkes are offline until the Jamming ends. Jamming does not count towards Hull Integrity.

The actor can make a normal comms roll with a Dif:5 to clear the jamming. Each MoS clears one dice. Jamming will start to fade at a rate of 1d6 per round if the actor can get out of enemy sensor lock.

If an actor is jammed during an activation where they called in fire with a Forward Observation action, the forward observation fails regardless of roll and no Counterstrikes can be made. Any action points used to declare Counterstrikes are not spent.

JAM [ECM/ECM SUITE, ACTION OR REACTION]

An actor with the ECM suite or advanced ECM suite equipment may use an action or reaction to jam an enemy actor. In either case the Jamming actor rolls an Electronic Warfare related skill and is an opposed skill test. If performed as an action, the enemy will oppose with any appropriate communications or EW skill. If performed as a reaction, and the enemy action is a FO, Sensor, or Comms related skill test, then a success by the Jammer will cancel the action. Either way, any MoS will apply the Jammed damage result.

HACK [ECM/ECM SUITE, ACTION]

By hacking into an enemy's command-and-control frequencies, an actor with the ECM suite or advanced ECM suite equipment can cause systems to go haywire. An actor with the ECM or ECM+ trait may spend one action and roll an opposed EW skill test against the target. If the attacker succeeds, the target takes -1d6 of the Jammed damage result per MoS; this does not count against HI. However, the vehicle also suffers an additional -1d6 damage result to HI on a d6 result of a 4+. This result will be related to system failure as systems are permanently damaged. Civilian vehicles and military drones do not roll, taking 1 point damage automatically in addition to the jamming. Civilian drones are destroyed regardless of the amount of damage dealt.

FIREWALL [ECCM/ECCM SUITE, REACTION]

An actor may use this reaction any time a friendly within 12m is the target of the Hack action. They must have sensor lock to the friendly actor, but it is not needed on the enemy. After spending the reaction, the actor with ECCM now becomes the target of the Hack action. Continue the Hack action as normal with the ECCM actor as the defender.

ECM PROTECTION [ECM/ECM SUITE, ACTION, REACTION]

Using a so-called "active protection system", actors with the ECM suite can blast an area with sensor interference, thwarting guided munitions and targeting systems, and forcing enemy pilots and infantry to aim by hand. For actors with ECM, this takes an action and must be performed every turn. For actors with an Advanced ECM Suite, this effect is a free action and is always in effect unless they are jammed. The user can turn this effect off as a free action

All actors (friend and foe) within 30m (6") and sensor lock of the actor using ECM Protection receive a +1d6 modifier to their defense rolls against all ranged attacks. A actor may only benefit from one ECM Protection action at a time. This effect lasts until the actor's next activation. You may not perform this action while Jammed.

MISCELLANEOUS ACTIONS

BLOCK, FLEE, OR PURSUE REACTIONS

As a reaction, an actor may attempt prevent an opponent from moving through an area, flee, or by physically getting in their way by blocking or pursuing. Both are reactions. In both cases the actor must be able to see an enemy that has just moved or stopped moving to use an action.

For blocking, the blocking actor makes an immediate move up to half their MR ignoring all restrictions on how far they can move as part of a reaction or outside of their activation. They may not decalre Braced on their next activation but does not have to roll to disengage. This move must put the user in the path of the actor that triggered this actin.

For Pursue, the pursuer moves half their MR. This movement must be made to engage an enemy in melee, to block a narrow path that they are traveling down, or to keep them in LOS. It may also be used to block a friendly target from fire from the active actor. For Flee, the rules are the same but the movement must be used to move out of LOS or away from of the prompting enemy actor.

In all cases, any remaining MR may be spent during your next activation, and you may choose Top Speed to gain additional movement. Remember the reaction costs an action point.

This will *not* prevent fire from the active actor if it chooses to fire immediately. All shots will be measured from the starting position of the fleeing actor. If the active actor chooses not to fire immediately, it will have to regain LOS or sensor lock again to fire on the fleeing actor. While Flee won't protect an actor from the active actor, it can be useful when it anticipates more danger incoming the same round from a different actor.

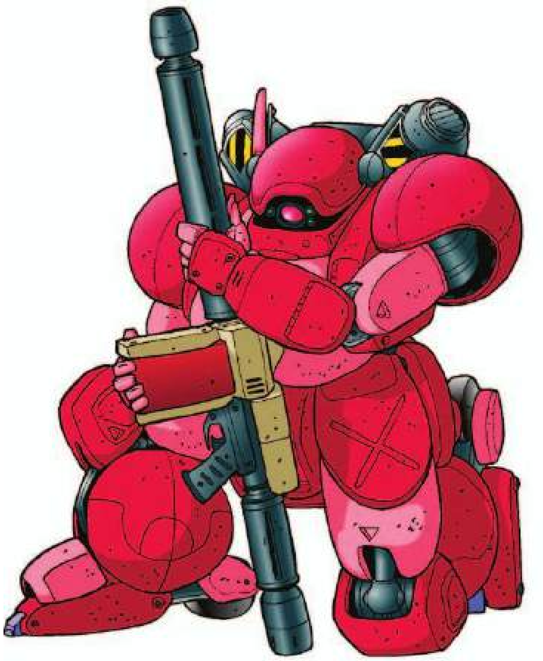
Remember all reactions are resolved simultaneously with the actions. Fleeing while getting shot at will still result in the actor being shot at.

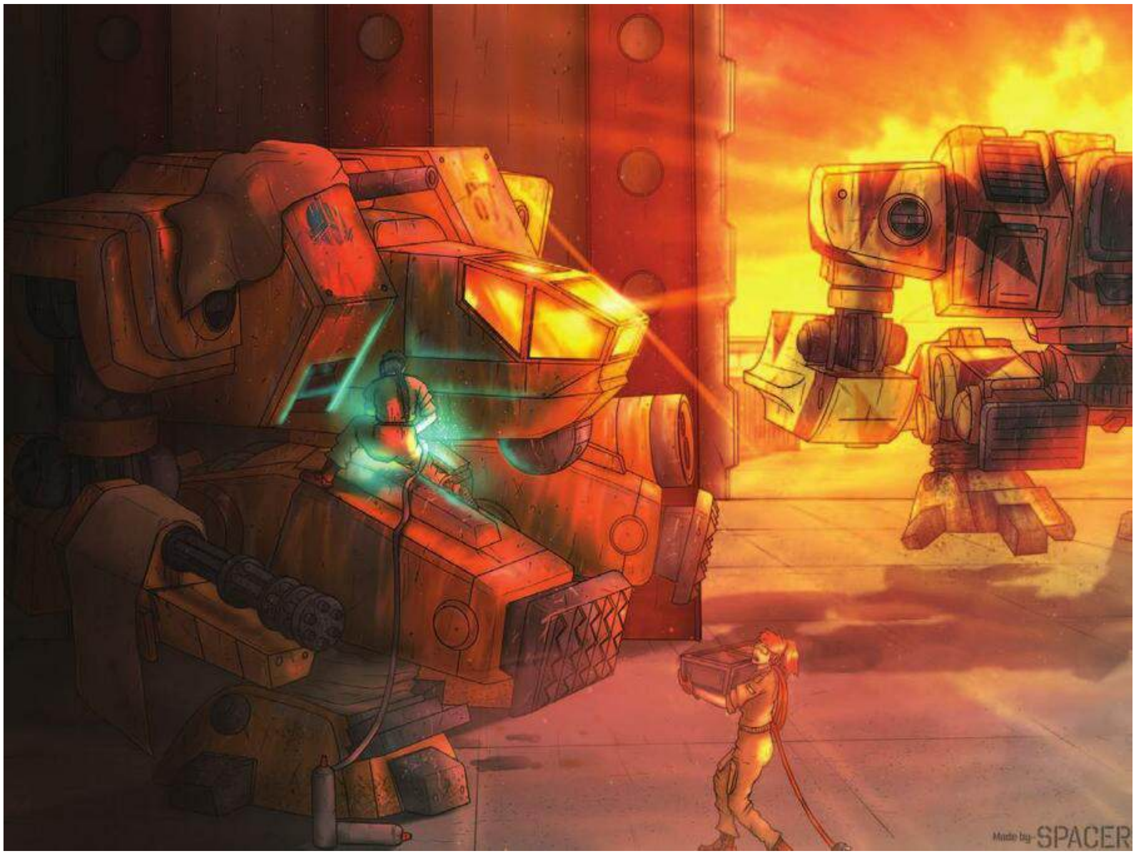
SWAPPING MAGS (ACTION)

An actor on foot may perform this action to reload a weapon or clear a jam.

WEAPONS CHECK (FULL ROUND ACTION)

Actors in vehicles may perform this action. All the vehicle's weapons are reloaded and all weapon jams are cleared.





Mastadon prototype brought back into service

BLITZ MODE SPECIAL RULES

Blitz mode has a few special rules regarding line of sight and cover.

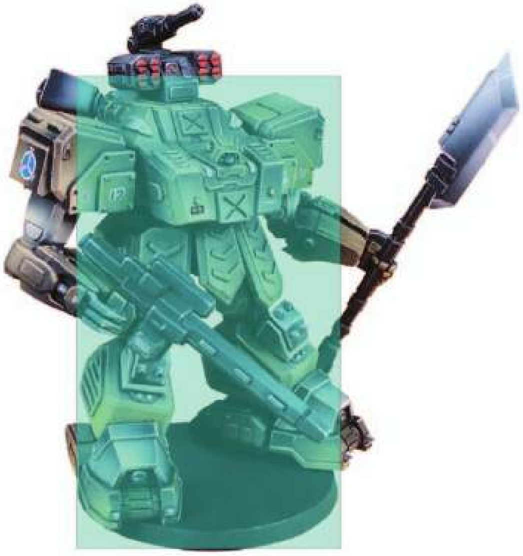
SILHOUETTES

Blitz mode abstracts actors and vehicles by using a silhouette.

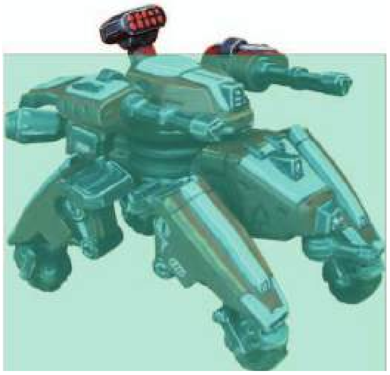
The silhouette is an imaginary cylinder. its height in inches is listed on the vehicles table (0.5 in for non-vehicles). The diameter is the width of the actor's base. An actor without a base has a width equal to the actual actor, as viewed from the relevant perspective of another actor. Ignore weapons for the purpose of evaluating the silhouette.

The listed heights are abstracted. The actual actors can vary from their listed height by a small amount. Additionally, should a heavy gear or infantry actor lay down or be knocked prone, it can be assumed to be half the listed silhouette height.

Arms, weapons, sensor booms, shields, and held items are ignored when determining the silhouette. If the miniature has a base than any portion that extends over the base is ignored. For example, a rifle extending out from a gear does not enlarge its silhouette.



This actor's silhouette extends the width of its base, from the bottom of its base up to its listed height. The portions of the model that overhang the base are ignored.



This actor' has not base so its silhouette is as wide as the miniature is, from the perspective of the attacker. It goes from the bottom of the mini that touches the ground up to its listed height. This may result in some parts of the miniature not being part of the silhouette. These portions are ignored.

DETERMINING RANGE

After declaring an attack (from an action or reaction), measure the range directly between the attacking actor and the target. This will be in inches. You may decide which weapon to use after determining the range. Sensor range may also allow you to detect and target enemies which are behind full cover.

LINE OF SIGHT (LOS)

Line of Sight (LOS) determines what you can target with direct attacks, and affects how actors use terrain features to gain cover from enemy fire.

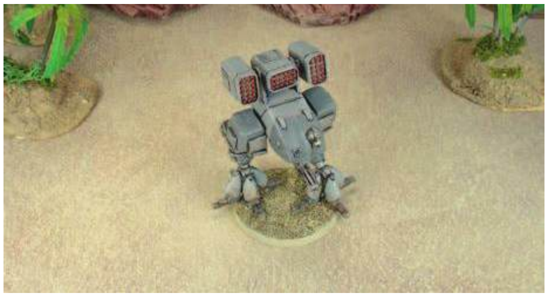
If one actor can draw a line from any part of its silhouette to any part of another actor's silhouette without it being entirely obstructed by a terrain feature or another actor, then they are both considered to have LOS with each other.

If hexes are being used, then one actor has LOS to another actor so long as you can draw a line from their hex to the targets that does not cross anything taller than the target. Cover is determined if this line goes over any hex that grants cover.

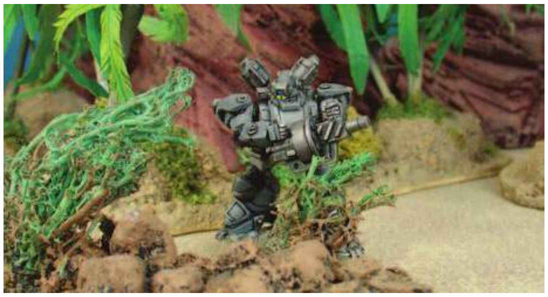
COVER

In Blitz Mode, infantry, drones, and VTOLs never grant cover to other actors. Cover is otherwise determined normally.

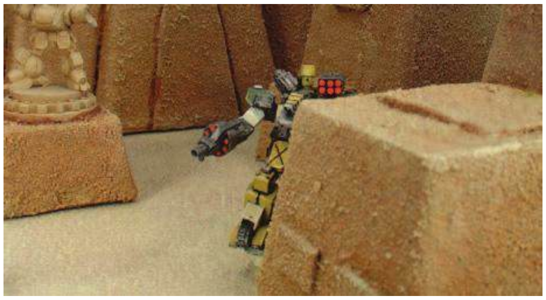
The images on the following page show off different leves of line of sight and cover using the Blitz Mode silhouette.



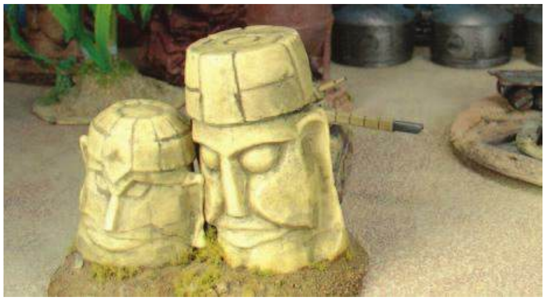
This actor is fully visible and has no cover. An imaginary cylinder from its base up is totally visible. Some parts of the miniatre like the toes overhang the base, these are ignored for line of sight. Only the portions within the silhouette are counted.



This actor is visible and has cover. An imaginary cylinder from its base up to its listed height is partially obscured, which means it can be seen but is in partial cover. Since the terrain blocking it is foliage and bushes, it is in light cover.



This actor is visible and has cover. An imaginary cylinder from its base up is partially obscured, which means it can be seen but is in partial cover. Since the terrain blocking it is a structure of some kind, it is in medium cover. If the building was a reinforced structure or solid rock, it would be in heavy cover. The portions of the miniature that overhang the base are ignored for line of sight and cover.



This actor has full cover and that cover is heavy cover. It has full cover since a cylinder the width of the tank facing the firing actor is fully obscured by the stoneheads. The tank's main gun sticking out behind the stoneheads is ignored. Remember, the tank cannot use that portion of its gun sticking out to draw line of sight. The cover is heavy cover since the stoneheads are solid stone.

Authors Note: The rules for a silhouette or "magic cylinder" may seem strange at first, and many players and Directors may use or ask why not simply use "true line of sight". This is where you get down and look at the level of the miniature across the battlefield. This system, however, assumes that all miniatures and terrain are in exactly the correct pose in the game world. This assumption is not true, as many miniatures are posed in the middle of action such as running or are simply standing straight up in the middle of a warzone. This applies to scenery too. It is typical for players ot use boxes, cans, jars, and other things around the house for scenery and this does not accurately reflect how such things would lok in the world of ***Heavy Gear****. Feel free to use a true line of sight approach if that is easier, but keep this note in mind when doing so. This way the players and Director can account for such inconsistencies.*

Port Arthur forces raiding a Peace River badlands outpost.

CONFLICT 11

BORDER DISPUTE

"Traverse left, Andranne! Traverse left!"

"I know!" Vincent Adranne was sweating in Lucky Strike, his old LHT, working the controls to pivot his turret in the direction his Minerva driver was shouting. Over his cycles in the Port Arthur Korps he had watched the GREL develop from a programmed, monotonous machine into a fiery daredevil. Unfortunately, it brought the drawback of the excitable nature that he was now witnessing. "I can't see it, negative contact!"

"The bastard passed us, keep up!" He felt the tank lurch and slide over the dunes, causing him to grip his turret controls even tighter as the nimble tank sideslipped. Adranne strained to see through his gunner's scope, until at last the dust cloud came into view. It was backwash from the vehicle they had ripped past. He flipped his scope toggle to thermal and caught the black shape against the cool night desert sands.

"I got him, sending it." His voice steadied and his breathing slowed. He could feel the rush that Vostova, his driver, had spoken of, right before the critical moment. His foot depressed the firing pedal.

A crack and roar rippled through the inside of his LHT as its rotary cannon spat a stream of fire at their target, followed by a pitch-black explosion and debris scattering across his thermals. Adranne breathed out slowly to relieve the tension of the moment, leaning back in his chair before letting out a low whistle in appreciation of his handiwork.

"Got 'em, Blue. He took longer than his friend did earlier."

"Their fault for crossing the border." Vostova gave a low chuckle. She had come a long way all these cycles, as many of the Port Arthur GRELs had. She had adapted to life after being stranded from the failed CEF assault so many cycles ago, though she rarely—if ever—spoke of those times.

"IFF showed nothing. No response to hails… what were they thinking?" He leaned back into his scope, traversing his turret to get a better look. Thermals showed a large black heat blob, so he switched to ambient light to see the sputtering flames and wreckage as Vostova slowly brought the tank around to inspect their prey. The two could almost read each other's minds and worked perfectly in sync.

"Sensors showed a Tiger, northern model."

"Yeah, they export those by the bushel. There's plenty in the gearheads' bays back at base." There was a moment of doubt, a fleeting fear. "That couldn't have been…?"

"One of ours? Hell no." Vostova sounded unconcerned, "Even if his comms were down, that doesn't explain the IFF being off." As she brought their tank closer, Adranne popped his hatch, filling the tank with the cool desert air and the acrid fumes of burning metal. He hoisted himself up top, gripping the ring and standing to get a better look. He couldn't see much; his burst had hit it square in the engine.

"Eh. Can't make it out, looks like a rover of some kind. We had better call this in." He was about to dive back down the hatch when his radio crackled to life with a distortion, then an accented voice.

"Port Arthur LHT-67, this is WFPA Marshal Ortega of—"

"Blue, it's Ortega! Remember him?" Adranne covered his mic, leaning down to peer at Vostova. The purple-skinned Minerva craned her neck to look up from her driver's seat.

"Hey, I haven't seen him since the war. He was great," she chirped up. Adranne couldn't help but smile. He remembered when meetings like this with the WFP were far from friendly.

"Marshal Ortega, this is Port Arthur patrol two-two-seven… Jonas Ortega, is that you? It's Vincent! Vincent and Blue!" He waited a moment before Adranne's comms crackled again.

"Pendejo! Vincent, you still speeding along in that old beater?" He could hear laughter, just as Vincent's radar picked up four contacts and IFF signatures: WFPA Wildcats.

"Hey, don't talk about my Lucky that way."

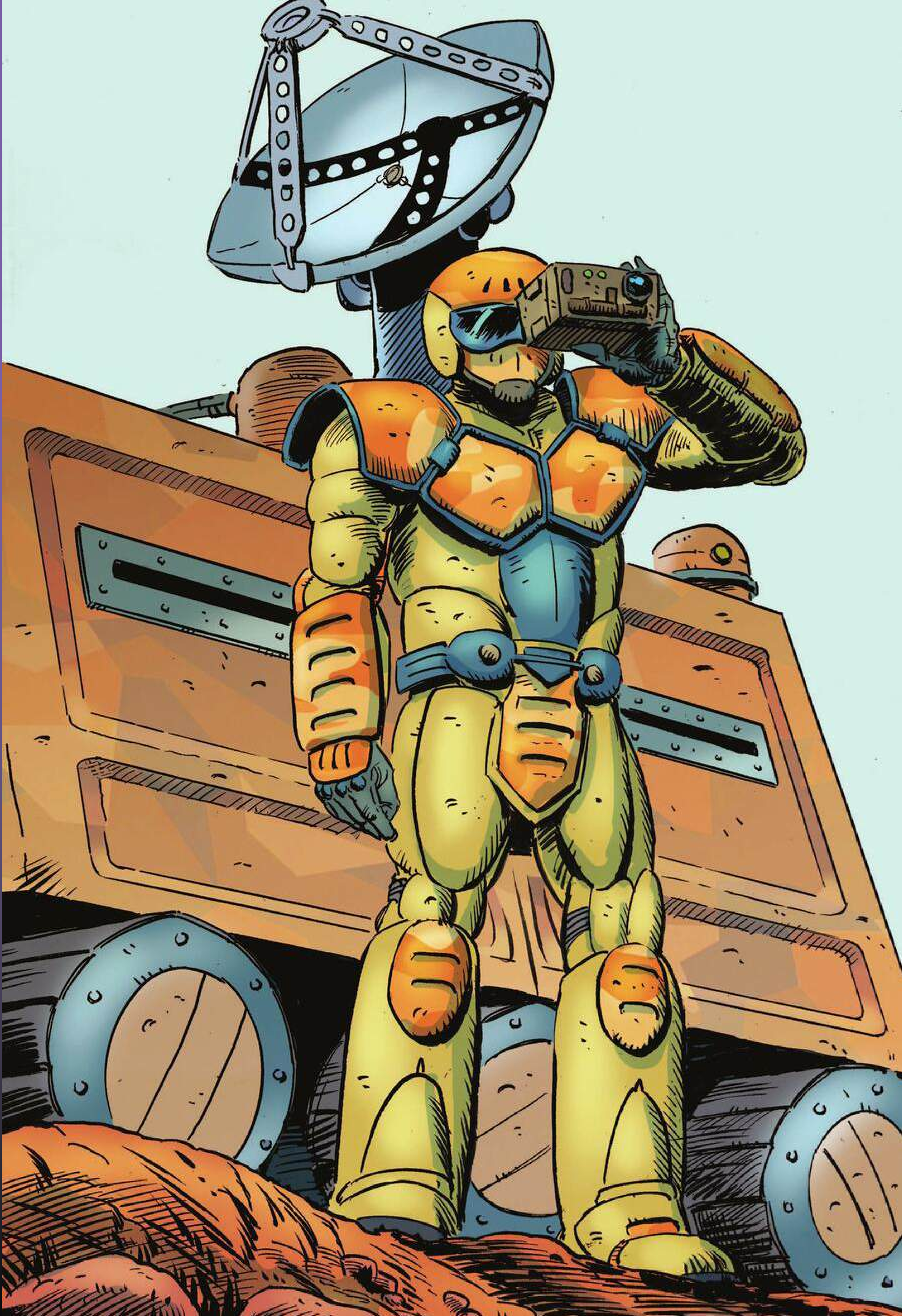
"Sure, Lucky, that's what you call it." There was a pause, "Hey, listen… thanks for the assist with those rovers, but you crossed over two clicks ago. I gotta bring you in." Vostova cursed, already double- checking their position. He was right. Adranne sighed.

"Alright, let me notify Central. Powering down weapons control." Adranne rubbed at his eyes, "This is going to be another ass-chewing."

"Nah, we got brandy and cards until your people make the right calls and clean this up. I'll put in a good word. You and Blue up for a little Frontier Hold'em?" Vostova nodded enthusiastically at Adranne.

"Alright, but your vaqueros better take Port Arthur scrip, or no dice."

ELECTRONIC WARFARE 12



ELECTRONIC WARFARE

Electronic warfare (or EW) is a cutthroat game on the 62nd century battlefield. Using signals like radio, infrared, and radar, combatants can protect, reveal, or attack their foes and sometimes win a battle before the first shots are fired. It would be pointless to try and list all the technologies deployed on any given fighting vehicle, both because they are beyond modern capabilities and because of the breadth of information available. Broadly, these technologies are defined below as sensors, comms, and EW gear (consisting of ECM, ECCM, and satellite uplinks). A brief overview of each category can be found below so that players have an idea of what their machines are capable of.

BASIC RULES AND RANGES

Game effects for different electronic suites follow the rules below. Note that conditions of an active battlefield often require split second decision making and may prevent the longer time scale needed to compile sensor data, or the larger risk of high power communications. As such when functioning in Blitz Mode, sensors and comms use the Blitz Mode entry for range rather than the Base Range entry. Assume that the Base Range entry represents the best unimpeded operation for the equipment. Sensors, ECM (of all kinds), and Comms all use the bonuses on the Sensors table below when making EW or comms-based skill rolls. Comms will use the same range, but multiply them by 5.

While the base range for sensors begins at 2 km/18”, this range can be boosted as an action. Each round, the user can attempt an Electronic Warfare skill test to increase the power on their sensors. This is performed as an independent roll with Dif:5. The user may choose to double their range if successful. Keep in mind that solid cover such as hills and mountains will still prevent a clean scan. There is a risk in ‘going loud’ like this; each increment the user chooses to increase by gives TB:1 to the roll needed to detect them with sensors or perform a Forward Observation or Hacking attempt against them.

When targeting or transmitting to airborne units above 2 km, assume that sensor ranges are multiplied by 100, up to the effective curvature of the planet as a limit.

SENSORS

Heavy gears are covered in dozens of different technologies, both to help them move through the world and to give them data on enemy positions. The head of a gear contains its main sensor cluster, providing the most complex and useful data for the pilot. Additionally, a typical heavy gear will have multiple clusters of omni-cameras, stereoscopic cameras, laser range finders, magnetometers, LiDAR, radar, microphones, pressure sensors, and more. All of this information technology is combined by the gear’s CPU to produce its sensor sphere, a bubble around the vehicle where the pilot can quickly access data from their holoprojected VR system. This information is then projected both on a simulated overhead map and in a 3D virtual environment. While other vehicles do not always make use of immersive piloting, much of the same information is still available.

Typical sensors function by reducing the TN to perform skills from domains such as Awareness, EW, or Electronics.

As part of any sensor package, vehicles also have IR and thermal optics.

Sensors provide information 360 degrees around the vehicle, so long as they are not optical sensors like IR and thermal.

ACTIVE AND PASSIVE SENSORS

Vehicle sensors can be set to Active or Passive. This can be changed at any time as a free action. Any vehicle that has Active Sensors may be visible to any other vehicle with sensors (Active or Passive). Its location is revealed to the other vehicle as a blip on the sensor screen if a line can be drawn from the sensing vehicle to the target that does not go through any full solid cover like rock faces or fortified buildings. The distance to the target can be read off and what type of vehicle it is (gear, tank, etc.) can be identified. Within half the sensing vehicle’s sensor range, the exact model of vehicle can be identified.

Vehicles can switch to Passive Sensors which halves their sensor range (and all other sensor distances), but they will not be spotted by other sensors. Additionally, medium and heavy cover blocks passive sensors. Their location will not be revealed and instead must be found via line of sight. While passive, aside from the decreased range and cover rules, all other sensor functions work normally.

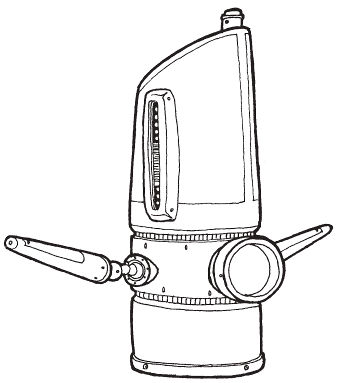
SENSOR TYPES

Below are some common sensor types to give a basic idea of what they would do “in a vacuum”. Most vehicles already have sensors as part of their profile. If there is no sensor trait, then the vehicle has Basic Sensors. Civilian vehicles have Inferior Sensors.

The effect column below gives what modification the vehicle’s equipment makes to skill tests involving sensors (scouting, FO, navigation, searching etc.). This can be further aided by the ECCM suite and satellite uplink equipment.

Sensors and Ranges

Name	Effect	Range	Blitz Range	PL
Inferior	TP:1	1km	12”	0
Basic	None	2km	18”	1
Scout	-1d6	4km	18”	3
Recon	None	5km	24”	5
Elite	None	6km	36”	7
Prototype	+1d6	7km	72”	9



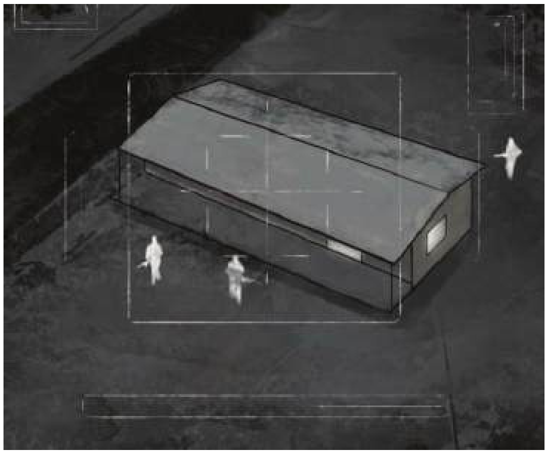
MODIFICATIONS

In addition to the normal vehicle construction rules, you can modify sensors just like other equipment. Unless otherwise stated, each modification can only be taken once. Larger upgrades wouldn't necessarily be one part, but a whole suite of cameras, devices, and processing units. As such they may take up more slots in a gear. This means it is easier to modify high-end gears than standard ones, and that you might have to sacrifice better weapons or upgrade options to have electronic superiority. Some flaws that can be purchased would allow you to get better sensors that have some disadvantages. They may lower the slots or PL of the baseline sensors, allowing you to take things beyond your vehicle's or Team's usual limits.

Modified sensors are their own new equipment. So if you increase your basic sensors Blitz range with Long Range Aerials, you do not instantly gain the +1d6 benefit of Recon sensors. Advanced sensors can take more time to install and take up more space. There is always an advantage to using factory standard units: they were purpose designed and tested for their output.

Sensor Modifications

Name	Effect	PL	Slots
Advanced Software	TB:1, may not be combined with Piecemeal built.	1	+1
Long Range Aerials	+1km/+6" to range, may be purchased twice.	1	+1
Linked Subsystems	+1d6 to Sensor related skill tests, stacks with ECCM.	1	+2
Flaw: Exposed Systems	When the carrier has lost more than half its HI this equipment cannot be used.	-1	-
Flaw: Complex Equipment	Difficult to repair/replace, add TP:1 to repairs.	-1	-
Flaw: Specialized Design	TP:1 to all sensor rolls, except one specified task.	-1	-
Flaw: Piece-Meal built	TP:1 to skill tests using sensors.	-2	-
Flaw: Bulky Hardware	Requires one additional torso Slot to equip, may be taken twice.	-1	-
Flaw: Separate Systems	-1d6 to Sensor related skill tests.	-1	-
Flaw: High Power Draw	Lower PL but increase slots	-1	+1



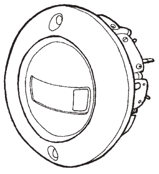
SENSOR CAPABILITIES

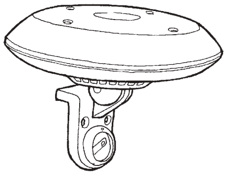
With a standard sensor system, a user can do the following within sensor range:

- ▷ Determine movements of at least dog sized creatures so long they are not in full medium or full heavy cover of any kind. This uses thermal and IR scanning so effects that stop that will hide the target.
- ▷ Determine the movements of car sized and larger vehicles through anything but heavy cover. The actor type of the vehicle can be identified immediately. Precise identification can be made at half of maximum sensor range.
- ▷ Measure ranges accurately for anything up to the visual horizon.
- ▷ Determine the length of time to reach anything it can see, within a small margin of error (piloting or difficult ground may affect that time).
- ▷ Use low-light and IR cameras to see in the dark, and project lights (natural or IR) to see in zero light situations. Low-light ignores any penalty for darkness. IR gives a TP:2 to any attempt at stealth or camouflage by an enemy that is not protected from IR.
- ▷ See through ordinary smoke and fog so long as heat vision would reveal targets but those targets gain Light Partial cover.
- ▷ Pick up enemy sensors operating by radar, laser, IR, or sonar.
- ▷ Instantly and accurately determine the point of fire from any direct fired weapon.
- ▷ Determine when an enemy lock has occurred from targeting lasers.

Recon level or higher sensors can also:

- ▷ Make use of magnetometers to find buried mines, concealed vehicles, or metal booby traps.
- ▷ Make use of Geiger counters to track fusion vehicles or determine if particle accelerators were recently fired in an area.





ELECTRONIC COUNTER MEASURES (ECM):

ECM suites and advanced ECM suites are different tools that can impact the modern battlefield. These range from signal scramblers, radio noise makers, IR blinding lasers, chaff dispensers, wireless hacking devices ,and any number of other dirty tricks. During any given round, an operator might be using one or more of their different systems; for expediency's sake all of these tools are combined into the ECM suite. While most vehicles have passive ECM (such as IR absorbant paint, signal encryption, or multiple means of sending data), these rarely rise to the level of an ECM suite. Advanced ECM suites represents a separate processing unit to assist the user with their battlefield duties. With this advanced equipment, enemy transmissions are automatically targeted and jammed, signal seeking lasers detect and jam enemy rangefinders, and the pilot is generally freed up to focus on staying alive.

ECMs are assumed to have the same range as vehicle sensors and are affected by the same things that affect sensors. With ECM suites or advanced ECM Suites, any vehicle can be assumed to:

- ▷ Send a controlled data burst at enemy electronics, overwhelming them and reducing their effectiveness by -1d6. This is an action in combat and may be resisted like an attack.
- ▷ Have the ability to jam comms equipment. This is an action in combat and is an independent roll.
- ▷ Decrypt and listen in on enemy comms with a successful opposed Electronic Warfare skill test.
- ▷ Deploy some form of deterrent for computer assisted ranged attacks. In combat, this is an action and affects all actors within 30m or 6 in. With an advanced ECM suite this effect is passive and always on unless turned off. All affected actors gain +1d6 to dodging ranged attacks.
- ▷ Shutdown an opponent's ability to do the previous bullet point.

ECCM

Electronic Counter Counter Measures (ECCM) help defeat enemy ECM. These systems include signal boosters, comms laser arrays, encryption software, and many other tools that help a unit communicate and gain data despite the enemy's best attempts to stop them. Just like ECM, they represent a suite of tools rather than a single piece of equipment.

With ECCM suites any vehicle can be assumed to:

- ▷ Have the ability to broadcast on multiple kinds of channels at high power.
- ▷ Avoid being blinded by enemy counter laser systems.
- ▷ Bootstrap friendly sensors by giving them secondary reference points, even allowing for a vehicle running blind to have an idea of where to drive (assuming it's own CPU is intact).
- ▷ Increase any roll involving sending or protecting communications, or avoiding hacking or jamming attempts by +1d6.
- ▷ Pass on any of the above effects to friendly vehicles within 30 m or 6 in.
- ▷ Use an action to redirect a hacking or jamming attempt to itself instead of a target within 300m or 6".

COMMS SUITE

Communication equipment on the Heavy Gear battlefield still makes use of radio waves and the electromagnetic and light spectrum common today. A unit's comms represent its radio equipment, as well as infrared or other light-based communication devices. Most military models include at least some level of encryption or signal boosting as a standard. Cutting edge models might be able to encrypt signals multiple times a second to make intercepting of transmissions incredibly difficult.

A unit with a comms suite or similar equipment can be assumed to be able to:

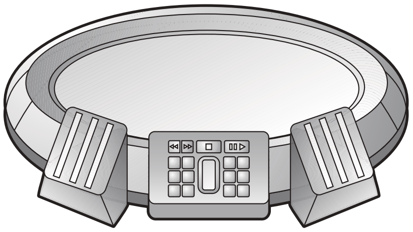
- ▷ Send and receive messages via short, medium, or long wave transmission across multiple channels and with other supporting assets outside of the team.
- ▷ Send messages via direct line of sight IR (often called 'Flash' by soldiers).
- ▷ If the vehicle has standard sensors or better, then they can encrypt transmissions. This is not applicable to civlian vehicles.
- ▷ If the vehicle has recon sensors or better, then it may communicate via ultraviolet light with other recon sensor units. This means of transmission uses line of sight but is more difficult to jam than IR, and is much less commonly watched for by most combatants.

A vehicle without a comms suite can still send signals to other members of its unit and receive communications from others.

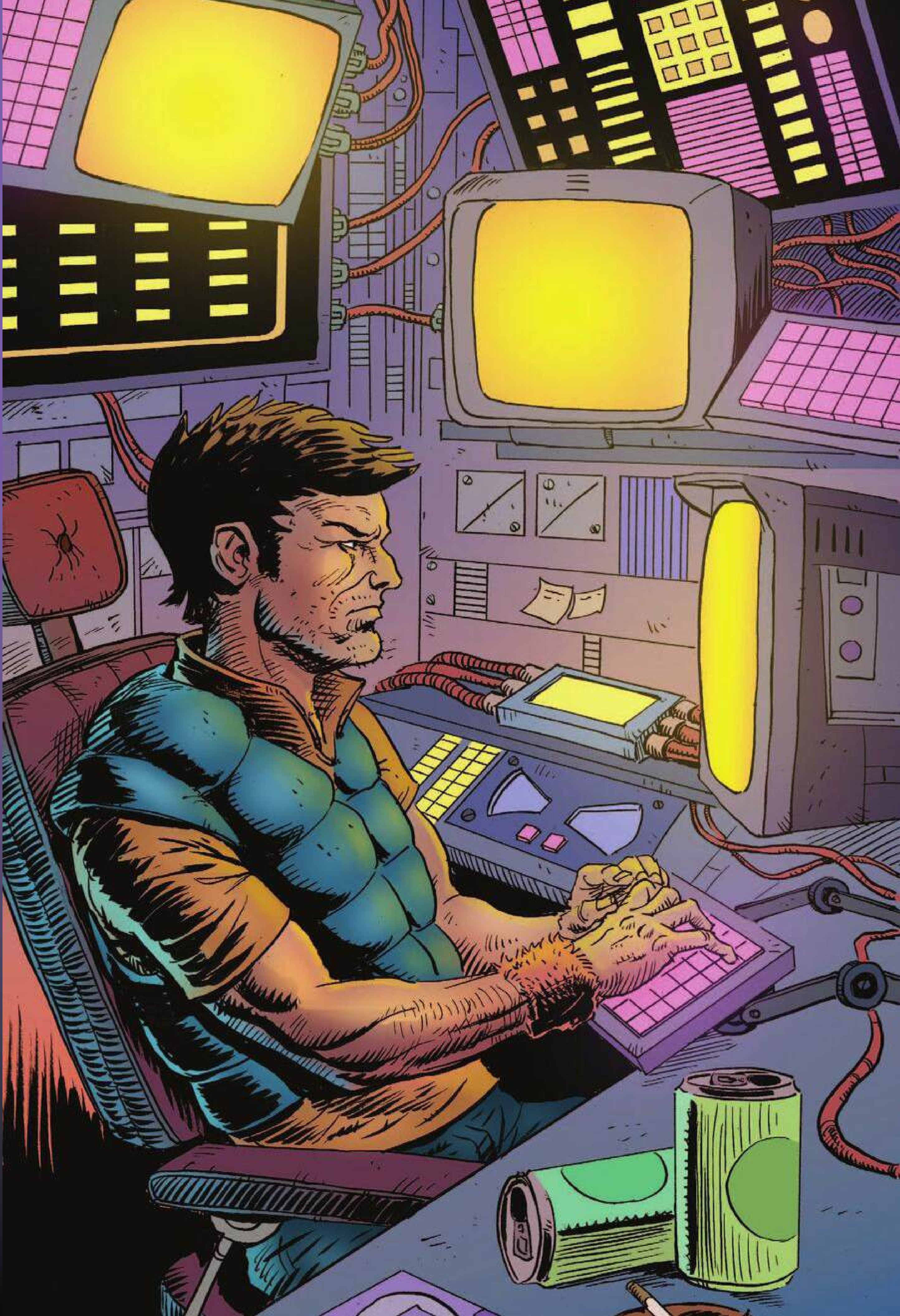
Comms use the EW stat and sensors of the vehicle equipped with it. However, comms base ranges are equal to 5x the listed ranges in km. Comms may be modified just like sensors, with additional bonuses adding or subtracting from the PL or slot count.

Comms Modifications

Name	Effect	PL	slots
Advanced Software	TB:1, maximum of one.	1	+1
Long Range Aerials	+1km/+6" to range, may be purchased up to twice.	1	+1
Exposed Systems	When the carrier has lost more than half its HI this equipment cannot be used.	-1	-
Specialized Equipment	TP:1 to repair/replace .	-1	-
Piecemeal Equipment	TP: 1.	-1	-
High Power Draw	Requires one additional torso slot to equip.	-1	+1
Separate Systems	-1d6 to skill tests.	-1	



ELECTRONIC WARFARE 12



HEAVY GEAR

DIRTY SECRETS

Gato took another nervous glance around to make sure nobody was watching him. It would have been obvious if they were, seeing how he was sitting on the roof of a building, but he had heard that the governments on Terra Nova had eyes and ears everywhere.

He punched away on the small portable computer in his lap, the keys clacking as he typed in the commands to run the various scripts and programs he had crafted to crack the security protocols put in place. Paxton had some of the best security he had encountered on this backwater planet, but it all paled in comparison to the systems he had access to. The Terra Novans may have held their ground militarily, but Gato knew that the Earth was superior in just about every aspect.

His computer screen flickered as he finally broke through the firewall, and he now had access to things Paxton Industries would never want him to have. Schematics for gears, production schedules, shipping manifests, and banking info.

“Damn.” Gato said before letting out a frustrated growl. He had been looking to get access to military info, knowing that the Peace River Defense Force was nothing more than a personal security force for the weapons manufacturer. He wanted deployment info, regimental breakdowns, and other things. His superiors had sent him to get that, and instead he hand only found basic business crap.

Despite his frustration, he scrolled through the files. If nothing else, more detailed info on the gears being produced for the PRDF could come in handy. Perhaps some of these newer machines were unknown to the generals. Maybe they’d be happy enough with that.

He doubted it. The generals always seemed less than impressed with what the hackers they sent into the cities found. They were going in, infiltrating Terra Novan society, and hoping not to be spotted. If they were lucky, they’d get arrested. If they were unlucky, they got a bullet through their brain. The higher-ups would never pay a ransom for a hacker, or anyone without stars pinned to their uniforms.

Gato wondered if any of the other people in his line of work who never came back defected, cut a deal with the Terra Novans and sold out their superiors. Maybe that was how these hicks had been fighting back so effectively. Maybe they were getting info from traitors, from those that were being abandoned by their superiors.

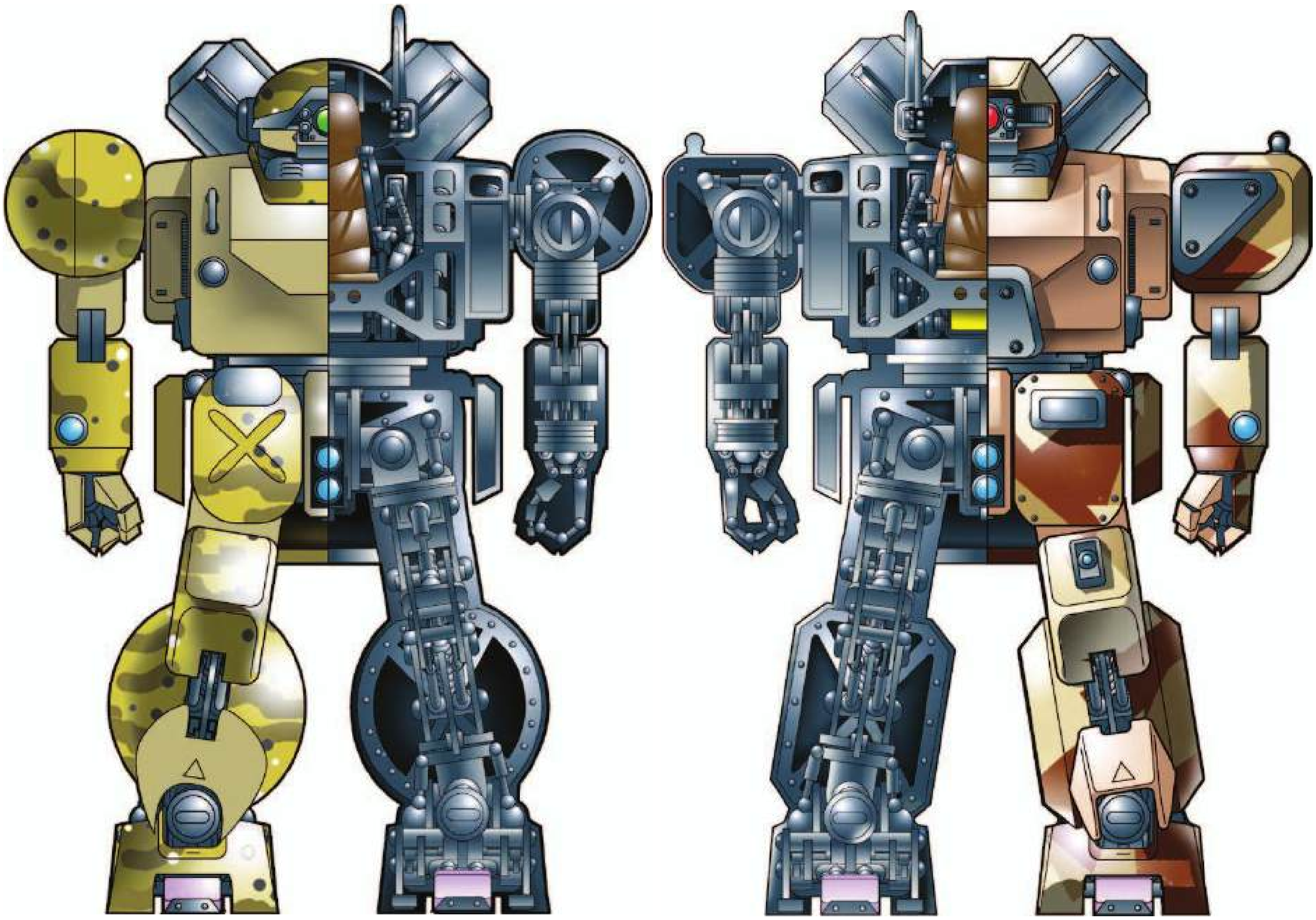
He shook the thought from his head. No good would come from such thoughts, and he had work that needed to be done.

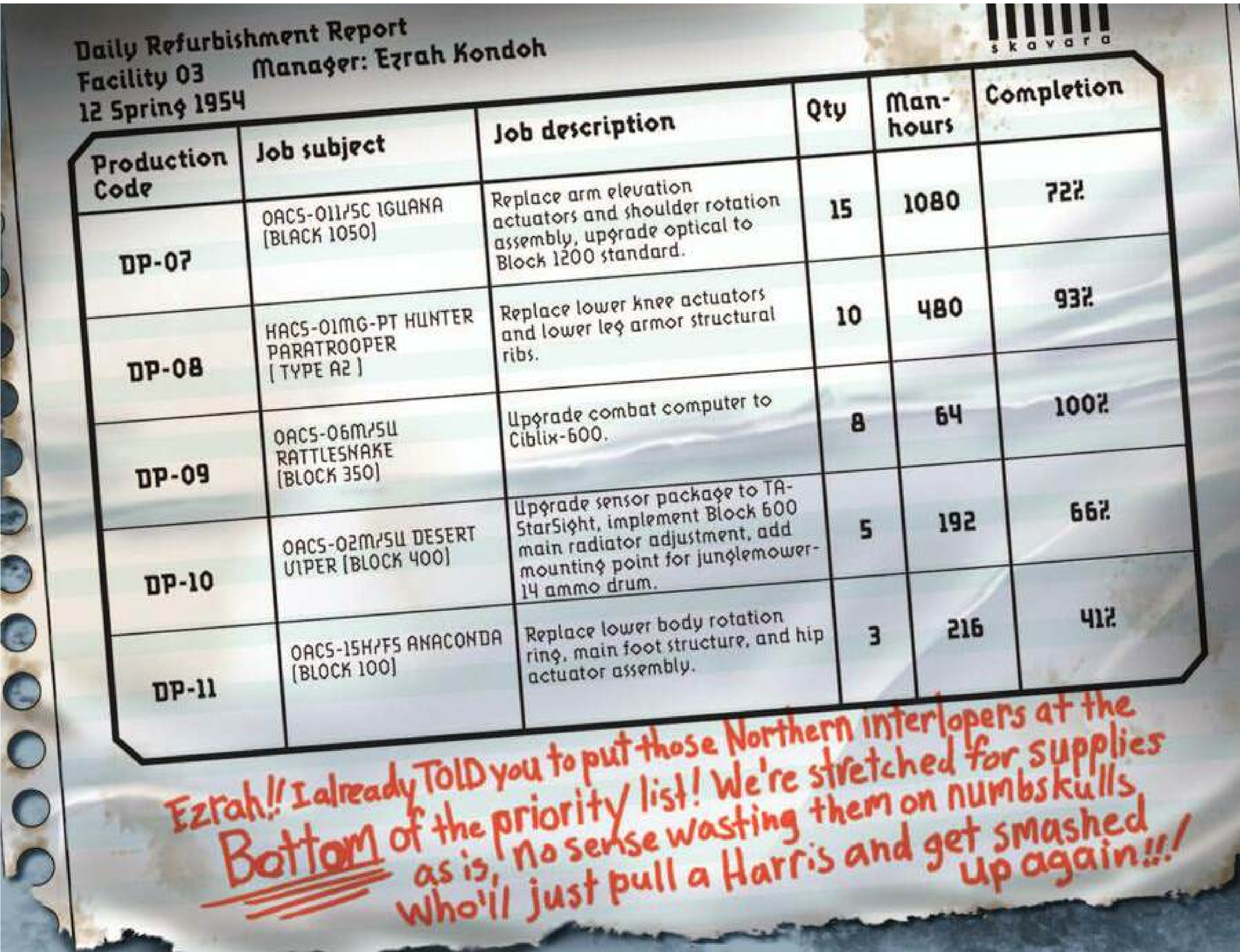
He scrolled through more files, more blueprints, and more info that seemed less than valuable. He had already moved past Paxton Arms into the less important subsidiaries when something caught his eye. A file simply titled STINGER, marked as top secret PRDF information and hidden away in a Paxton Biotechnology folder. This seemed like paydirt. Gato typed away to run more scripts to get into the secure file, giving it everything he had, but its encryption magnitude was an order of magnitude stronger than the rest of the files. Program after program failed to break the security on it, and now Gato was invested. He changed tactics and started sweeping the entire computer network for previous inputs, hoping someone had forgotten to clear their tracks. Finally, one of his scripts retrieved the correct key and he had access.

He did another quick glance around to make sure nobody had snuck up on him, then turned back to his screen to scan the document. What dirty little secret did Paxton Biotechnology have, especially in a file clearly marked with PRDF info.

“What, exactly, is Project Parysatis?” he said with a grin.

As his eyes raced over the information on his screen, he felt his jaw slowly drop and his stomach turn. This was exactly the sort of thing his superiors would want to know, and something beyond his worst nightmares. What were these people really capable of?





Daily Refurbishment Report
Facility 03 Manager: Ezrah Kondoh
12 Spring 1954

skavara

Production Code	Job subject	Job description	Qty	Man-hours	Completion
DP-07	OACS-011/SC IGUANA (BLACK 1050)	Replace arm elevation actuators and shoulder rotation assembly, upgrade optical to Block 1200 standard.	15	1080	72%
DP-08	HACS-01MG-PT HUNTER PARATROOPER (TYPE A2)	Replace lower knee actuators and lower leg armor structural ribs.	10	480	93%
DP-09	OACS-06M/SU RATTLESNAKE (BLOCK 350)	Upgrade combat computer to Ciblix-600.	8	64	100%
DP-10	OACS-02M/SU DESERT VIPER (BLOCK 400)	Upgrade sensor package to TA-StarSight, implement Block 600 main radiator adjustment, add mounting point for junglemower-14 ammo drum.	5	192	66%
DP-11	OACS-15H/FS ANACONDA (BLOCK 100)	Replace lower body rotation ring, main foot structure, and hip actuator assembly.	3	216	41%

Ezrah!! I already TOLD you to put those Northern interlopers at the Bottom of the priority list! We're stretched for supplies as is, no sense wasting them on numbskulls who'll just pull a Harris and get smashed up again!!!

VEHICLES & CREATURES

The future of the 62nd century is dominated by the machine. This chapter describes the rules that vehicles of various types will follow. In addition, Creatures are treated similarly to vehicles and are included here.

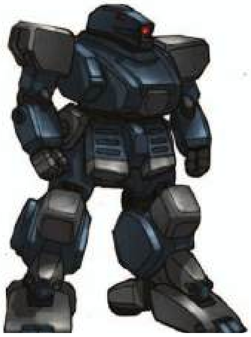
PROFILES

- All vehicles have a profile as seen below. This includes key information about how the vehicle operates and interacts within the game. Many vehicles come in multiple possible variants with differing equipment and weapon loadouts to fill different roles.
- The code name indicates what the reporting name for this vehicle is. This is Panther in the example below. Below it are the mechanical specs as well as an image and short description of the chassis. The stat block is below this.
- Variant is the name of the specific loadout. The base variant of each chassis simply uses the name of the chassis. The Panther has two variants, the Panther and Sniper Panther.
- TV is the Threat Value, and is used for balancing encounters. This is the base TV to assume for a qualified pilot (17 skill points). Their primary stats of Gunnery and Piloting are assumed to be Skill 3.
- PL is the Priority Level the team needs to be for players to select the vehicle. The Panther and its variant are PL8.
- Crew is how many crewmen it needs to operate at capacity. The Panther requires 1 crew. If a vehicle requires multiple crew, less crew can operate it but certain positions will be empty.
- MR is the movement ratings of the vehicle. The letters indicate type of movement while the number is distance (in inches for Blitz mode). See Conflict in **Chapter 11** for more information. The Panther has both Walker and Ground Movements and moves 7” in Blitz mode which roughly equates to 21 meters.
- Arm is the vehicle’s armor and represents its resistance to damage. The Panther is Arm 7.
- HI is the hull integrity; this is the number of damage results the vehicle can sustain before being disabled. The Panther has 6 HI. Any time a vehicle suffers damage, it suffers Hull Integrity damage instead and never suffers damage that is listed as Shell Shock. However, the crew still can suffer Shell Shock. The “On Fire” condition applies Hull Integrity damage instead of Shell Shock when applied to vehicles, and the crew suffers -1d6 damage of Shell Shock due to the vehicle being on fire.
- GU, PI, and EW represent the TN modifiers the vehicle grants when using skills in Gunnery (GU), Piloting (PI) and Electronic Warfare (EW) Domains. Other TN modifiers can be used in addition to these except those from personal equipment. In this case the Panther is +1 GU, +1 PI, and +0 EW. PI also applies to the Melee domain.
- Weapons, Equipment, & Traits represents any gear the vehicle has and special abilities. In addition to this, all models of the particular chassis share the Standard Equipment listed in the last line their stat block as well as Basic Sensors (if no other sensors are listed). If a weapon is listed that goes in a manip slot but it is not listed as being in a manip slot, it is mounted on the torso and can be swapped to the manip (see below on Gear Customization).

  If a weapon specifically calls out a location it cannot normally be placed, it can be still used for attacks as if it had that location. Weapons this way cannot be moved to manip locations if mounted somewhere else. If the weapon is swapped out via customization, the weapon it was swapped for does not gain the location. The Panther and its variants have the equipment listed in Weapons, Equipment & Traits as well as Hands, Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit, Target Designator, Recon Sensors and High Tech seen in the last line. Weapons may also list any unique traits they have; these are replacements for the traits listed in the weapon list.
- Type is the actor type. Note that vehicle is a subclass, which represents traditional vehicles. Although the term “Vehicles” is collectively given to all vehicles, things with this type have rules unique to vehicles only of that type. The Panther is a Gear.
- HT is the height of the silhouette when used in Blitz Mode. The Panther is 1.5” tall.

The top right box lists the slots and locations available to add on equipment. The stock column applies to any of the variants listed in the table while the strip column applies to stripped Panthers (either variant). The bottom box is standard equipment on all variants.

Code Name:	Panther
Manufacturer:	Northco
Unit Type:	Commando Gear
Height:	4.6 m / 15.1 ft
Weight:	7,123 kg / 15,704 lbs
The Panther stealth gear is only available in very small numbers. Its advanced systems include a Racetech rubberized absorbent coating, an electric battery/turbine silent-running power, and a silenced 40mm Heavy Rifle. The Panther brings death to enemies of the CNCS, striking in utter silence.	



Location	Stock	Strip
Torso	7	15
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Panther	11	8	1	W/G:7	7	6	+1	+1	+0	MAC (Precise, Silent) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Panther Sniper	11	8	1	W/G:7	7	6	+1	+1	+0	HRF (Silent) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit, Target Designators, Recon Sensors, High Tech												

ACQUIRING VEHICLES

Vehicle may be requisitioned from facilities owned by various factions. While at a facility that has vehicles, Characters may exchange vehicles for any allowed by their PL with that faction. They may also access weapons and equipment up to that PL when customizing vehicles. When acquiring vehicles this way, factions will not allow teams to have more vehicles than they can fully crew.

Vehicles and equipment may also be acquired as mission rewards, battlefield salvage, or bartered for. In this case, characters may use the equipment and vehicles regardless of their PL with the faction that owns the vehicle. If they come into contact with that faction, the owners may want it back if the team has a poor reputation with them or it is a high tech unit.

EXPORT VEHICLES

Many companies petition their national leaders to allow the sale of weapons abroad. Approval for such sales often comes at the cost of removing sensitive components and systems. Replacement parts and specialized tools to maintain these machines are often in short supply, resulting in longer repair times.

Export – When selecting a vehicle, it may be declared an Export. Characters must be able to select the vehicle in the first place to use this option. Export cannot be applied to any vehicles with a priority level higher than 6 unless otherwise stated. Upgrades cannot be applied to export vehicles if the final priority level is higher than 6. Export vehicles:

- ▷ Take twice as long to repair and modify
- ▷ Lose 2 torso slots
- ▷ May be customized and upgraded like normal
- ▷ Must not have the Rare trait
- ▷ Export Vehicles that can take upgrades can only ever take 1, even if more than one is available

SALVAGED VEHICLES

Oftentimes vehicles will have been rebuilt after being destroyed. In this case, the vehicle gains a special trait called salvaged. When selecting vehicles, players may opt to add this trait to any vehicle thus allowing them access to theoretically better machines.

Salvaged - When selecting a vehicle via priority level, it may be declared as salvaged. Salvaged vehicles:

- ▷ Lose 1 Arm, the Agile trait/Early Warning System, ECM Suite, Advanced ECM Suite, Elite and Recon Sensors, Jump Jets and Jetpacks if it has any of them lised as Standard Equipment.
- ▷ It is immediately stripped if it is a gear.
- ▷ If it is not a gear, it loses 1 additional Arm, and 1 MR.
- ▷ The PL is decreased by 2.

Salvaged vehicles also follow the rules for export vehicles (above) and the final TV is reduced by 3 to a minimum of 4. Actual salvage acquired or stolen during the game is resolved at the Director's discretion as to whether this rule applies to such acquisitions.

CREW REQUIREMENTS

Many vehicles require multiple crew; this will be noted on the vehicle's profile. However, many can operate with less crew than required, albeit at limited capacity.

The crew slots vary with the number of crewmen. The slots are driver, gunner, and commander. Two crew vehicles have a driver and a gunner (who also is the commander) while three crew vehicles have all three as separate slots. If a vehicle has more than three crew slots, one is the commander, one is the driver and one gunner per weapon. Any additional crew can perform actions not covered by the other slots, these are usually narrative functions. Characters can move between crew slots as an action.

VEHICLE ACTIONS

Each crew member performs their activations and actions individually, but only the driver declares a posture and it applies to the whole vehicle. Individual crewmen may not be attacked unless they are exposed.

When a character enters a vehicle with multiple crew capacity, they must select which slot they are taking and may only perform actions related to it. Drivers can move the vehicle, gunners can attack with its weapons and commanders can perform observation related actions using the vehicles sensors and fire any of the vehicles weapons as well.

VEHICLE OVERIVEW

Ground vehicles on Terra Nova act much like ground vehicles have throughout human history. They operate off of internal combustion engines powered by various grades of oil based products, and require air for the engine to operate.

Traditional cars and vehicles use a steering wheel or pad to move around and feature windows or viewscreens to see the outside world. Gears use a VR headset and a set of control gloves instead. All vehicles use pedals for speed control. Aircraft use a VR helmet in conjunction with a control stick for control.

Ground vehicles are open to the air. This allows fresh air to get to the pilot but does render the vehicle vulnerable to dust and other small particulates. Kits are available to seal off a vehicle from such particles, but those also cut off air supplies and require a rebreather unit or air tanks. For those around weapons of mass destruction such as nuclear, gas, or viral weapons, these sealant kits are critical to protect the crew.

Most vehicles do not include facilities or storage for food, water or bodily functions. Pilots need to bring anything they want with them, often stored in pouches and pockets on their pilot suit. For long range patrols, trailers or containers are often affixed to vehicles to store food and water. These are ejected before combat and can be remounted.

VEHICLE REPAIRS

If a vehicle has lost all of its hull integrity, it is disabled and can no longer continue to operate. If it loses 2x its HI then it is destroyed and needs to be completely rebuilt. Disabled vehicles take an additional 10 hours to return to operation in addition to repairs for their damage results. Destroyed vehicles take 1-4 weeks to rebuild based on size.

Getting out of a disabled or destroyed vehicle is a full round action. On a successful Athletics skill test it can be performed as a free action. This skill test may be performed once per round. Battlefield repairs require the Repair Array equipment.

VEHICLE MAINTENANCE

Things break down and get broken, this is a common fact of machines. Most vehicles on Terra Nova are relatively rugged and designed to be easily repaired. Regular maintenance needs 1 hour per Arm of the vehicle per maintenance cycle. Time spent on repairs and customization also count as maintenance time at the same time. Multiple characters may perform maintenance on a single vehicle and count their total time for its maintenance requirements. A vehicle that misses its required maintenance for the maintenance cycle has its GU, PI, and EW each reduced by 1 (this is cumulative), to a minimum of -1. This can be fixed by performing all the missing maintenance. The default maintenance cycle is 1 week (7 TN days).

OPERATIONAL RANGE

Unless noted otherwise, fuel is usually not a concern. Most vehicles have almost double-digit hour operating times and ranges in the hundreds of kilometers. Combine this with the support assets the team will have access to, and it makes fuel concerns rarely an issue. The Director may, at their discretion, impose fuel restrictions, but these are not concerns by default.

AMMUNITION

Most vehicle mounted weapons in Heavy Gear need ammunition. Just like small arms seen in **Chapter 10,** vehicle weapons have an ammo stat listed. Whenever the weapon is fired, it consumes 1 ammo. Once all the ammo has been used the weapon cannot be fired, and needs to be reloaded (see **Chapter 11** on Conflict). Weapons with a '-' do not have this limit and are usually laser weapons.

SENSORS

Sensors are a common feature on vehicles on Terra Nova. Vehicles use the rules for sensors seen in **Chapter 12.** Each vehicle will note what kind of sensors it has. Unless otherwise stated, vehicles have Basic Sensors. Military vehicles have thermal and IR settings on their optics.

UPGRADES

Some vehicles have upgrades listed on their profile. These change stats such as PL and the weapons and equipment. Items noted with a '-' are removed and those with a '+' are added. If an upgrade requires equipment to be removed, the vehicle must have that equipment, otherwise the upgrade cannot be added. Upgrades can remove standard equipment, do not take slots, and a vehicle may take multiple upgrades. All equipment and weapons added by an upgrade are considered to be standard equipment.

GEAR CUSTOMIZATION

Gear type vehicles are customizable, and pilots can swap weapon systems and equipment. Gears have slots across 5 possible locations: Torso, right manip (manipulator/hand), left manip, right shoulder and left shoulder. These represent the available areas that equipment can be added to. Slots are a combination of size, weight, power consumption, and computing resources needed for the equipment. Sometimes a gear will have slots available on a single shoulder; the player may opt to instead use those slots on the other shoulder. ***All*** slots must be transferred if this is done.

Example: The Hunter has 2 slots on its right shoulder. The player may instead treat that as 2 left shoulder slots instead.

To add equipment or weapons to a gear, players must first acquire the equipment or weapons. This is usually done via the bases for the team's sponsor but battlefield salvage or buying hardware is an option. This often means that players cannot equip high PL hardware without acquiring it through other means. In addition to acquiring the equipment, players must have the appropriate slots available on the chassis they want to put the equipment on.

Pieces of equipment have a slots stat, which is the number of slots it takes in a single location to install that piece of equipment.

Equipment cannot be spread across multiple locations. Manip and shoulder locations may only have one piece of equipment, even if there are open slots left.

Some weapons require additional slots as noted by their aux stat. See the weapons table for more information.

Example: A Light Autocannon (LAC) has a slots stat of 2 and a location of manip, but also requires 1 extra slot for the ammunition drums connected to the weapon as per its aux stat. The LAC may be placed in any manip that has at least 2 slots, while the ammo can go anywhere there is an open slot.

A gear may mount a weapon on a manip location that is up to 1 slots larger the the manip can handle. In this case any attacks with that weapon suffer a -3d6 penalty and TP:1.

Example: Adil wants to put a 4 slot Heavy Pulse Laser (3 base +1 for being Heavy) on his Black Mamba's 3 slot right manip. He can do this, however any attacks with that weapon suffer a -3d6 penalty and a TP:1.

A gear may use 2 manips to mount a single weapon. If this is done, the manip the weapon is mounted in counts as having 1 additional slot and the second manip cannot have anything in the hands (Forearm equipment is still allowed). The gear may fire a weapon mounted in 2 manips with a single hand (often due to damage or needing the other hand to do something) but will suffer a -3d6 penalty and TP:1 to attacks with that weapon if the required slots are too large for the manip its using (see above). If a Gear uses a weapon in two hands and still has unused manip slots left over, it gains +1d6 to attack rolls. Stock variants using this rule can only do so if the weapon being carried does not require 2 hands due to being oversized. Gears can change a weapon from 1 handed to 2 as a free action in combat.

Example: Adil decides that his Mamba needs a much bigger gun. He swaps out all weapons on his manip slots (both have 3 slots) and *takes a Light Field Gun (LFG) which is slots 4. This weapon can be used, but will take both of the Mamba's manip slots.*

A gear may never mount a weapon on its torso that has a number of slots greater than half the Arm of the gear (rounded up) plus 1.

Manip weapons can be equipped in torso slots representing external storage. If stored, they cannot be used until "drawn" into a manip with enough slots to use them. A weapon in a manip can be swapped with one stored on the torso. If there are not enough slots in the torso for the newly stored weapon, it must instead be dropped and recovered later. Stowing and drawing a weapon are each an action.

Example: Adil wants to add a Light Frag Cannon (LFC) to his Black Mamba which has a Light Vibro-blade (LVB) and Medium Autocannon (MAC) in its manip slots. He can store the LFC on the gear's torso since all the manips are full. He cannot use the LFC unless he switches it by using an action. If he did so, the torso on the Mamba must have enough space for the weapon the LFC is replacing. He cannot swap the VB out since its 1 slot is less than the LFC's 2.

Weapons can be readily removed and can replaced by different weapons the team has access to of the same number of slots or less. If the removed weapon had any Aux slots, add those to the available torso slots. If the added weapon has any Aux slots required, those must be a placed like they are an added system. If a manip slot has no weapons in it, assume it can carry a weapon up to the same size as the other manip slot. Equipment that is not weapons may not be removed unless the player strips the gear. Attachments and Forearm pieces of equipment may be added as well, see their individual rules later in this chapter.

Example: Adil has a MAC (2 Slots) and LVB (1 Slot) on his Black Mamba's manip slots and an LRP (2 Slots) on a shoulder. He can swap out the MAC for any other 1 or 2 Slot weapon that can go on a manip and the LVB can be swapped for any 1 Slot weapon that can go on the manip. The LRP can be exchanged for any 1 or 2 Slot weapon that can go on the shoulder.

Non-weapon equipment may not be removed unless the player strips the gear. Standard equipment is not removed in this case.

Equipment works the same as weapon systems, except the slots can come from several locations. Each piece of equipment states what locations it may be placed in.

Example: Octavia wants to add an Airborne Deployment Rig (4 Slots) to her Bobcat. She can use 4 slots in the torso. She could also use her gear's 2 shoulder slots and 2 torso slots.

Sensors can be modified as well, as shown in **Chapter 12**. Sensor modification works like normal equipment modification. Assume the vehicle has basic sensors if no sensors are listed.

Items listed in the Standard Traits and Equipment may never be removed via customization rules. All equipment and weapons added by an upgrade are considered to be standard equipment and thus may never be removed.

While units with the vehicle actor type may have equipment (not weapons) added to them. They may not swap weapons. A vehicle counts as having a number of slots equal ot half its armor value (rounded up).

STRIPPING A GEAR

A player may choose to strip an existing gear to make their own unique weapon and equipment loadout. When a player does this, the gear loses all its weapons, traits, and equipment not listed in the Standard Traits and Equipment box. The gear's available slots are changed to the Strip version. Additionally, reduce all GU, PI and EW bonuses to -1 (do not add slots from upgrades that improve a gear's stats). A note on stripping gears; players will often *not* get enough slots to rebuild the gear they just stripped. However, they may reset it to the default loadout if desired. This represents the fact that the machine was designed for specific loadouts and after factory modifications will not be able to use the space as efficiently. This means that stock machines will sometimes have weapons and equipment that are larger than a stripped version can carry.

When a gear is stripped, the removed equipment does not disappear. When first selecting the stripped gear, any equipment that was removed may be added back regardless of PL, but only to the stripped gear. The equipment added back follows normal rules for customization and thus requires the correct number of slots and locations. Any equipment not put back on is immediately returned to the facility the gear is currently at.

Some striders can be stripped. They follow all normal rules for stripping, except their melee weapons are not removed.

GEAR MODIFICATION TIME

Gears are designed with manipulators and hardpoints, making modification and repair easy. Modifying a gear takes a number of hours equal to the number of slots being modified (this includes removal and addition of new components). So, if a gear is getting 3 slots modified (adding and removing something) it would take 3 hours. This time also includes the time needed to adjust the gear's systems to accommodate the new hardware. A character with a suitable skill may attempt to speed the process along with a successful Mechanics skill check at Dif: 5. If successful, reduce the time required by ½ hour (to a minimum of 1/2 hour) per MoS to a maximum of 3 hours.

Gears can freely drop weapons in their manip locations and pick up new ones on the battlefield, as well as swapping amongst hardpoints. If the appropriate time cannot be taken after a weapon swap the weapon can still be used. In this case the GU stat of the gear is capped at +0 when using that weapon. If the weapon has an aux slot that is not mounted properly, then the vehicle has no ammo to reload it with. Gears that swap manip weapons with other manip weapons on the torso do not suffer this effect so long as the torso weapon was equipped properly originally.

UNUSED SLOTS

If a gear has unused slots left over after customization, it gains several benefits due to the reduced weight and power load. It gains effects for every full 5 unused slots; these slots do not have to be from the same location.

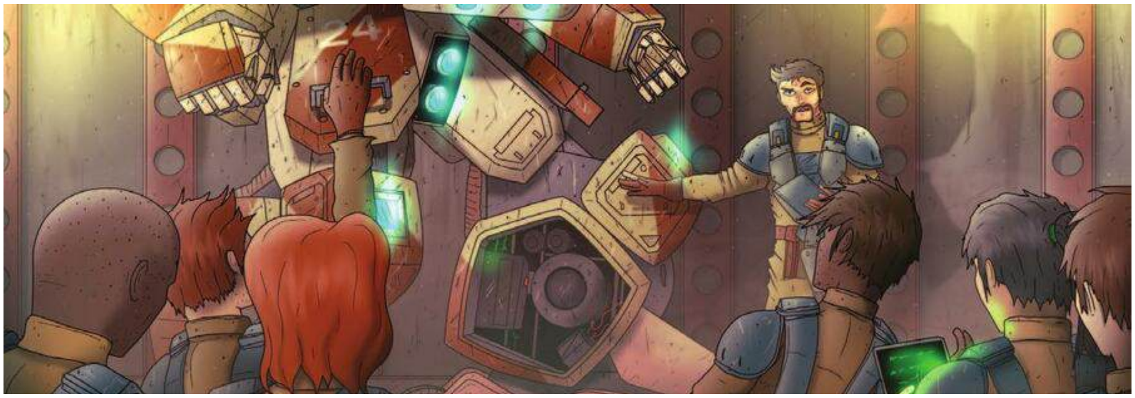
The vehicle treats the damage of all of its melee weapons as 1 higher, and it gains 1 MR. This effect can be stacked with multiple sets of 5 unused slots.

VEHICLE WEAPONS

Vehicles often have many weapon systems. This section details them and an example of how to read their stats.

- ▷ Weapon Type is the name of the weapon. The example weapon is called an Autocannon.
- ▷ Code is a shorthand abbreviation used on the vehicle stat sheets to save space. For shorthand, the Autocannon is noted by AC.
- ▷ Range is the actual range, in meters, of the weapon's for narrative purposes. The first two numbers separated by a '-' is the optimal range. The last number is the maximum range. When attacking with a weapon outside of optimal range, the skill test suffers a -1d6 penalty. For Blitz Mode, divide all the ranges by 10 to get the range in Inches unless the range is noted otherwise.
- ▷ L/M/H are the sizes of the weapons, reflected as prefixes used on each weapon (Example: HAC, LAC etc). The numbers are the damage (DAM) characteristic that size of weapon uses. In this example a LAC (a Light size Autocannon) is Damage 6, the MAC (Medium Autocannon) is Damage 7 and the HAC (Heavy Autocannon) is 8.
- ▷ Traits are any special abilities the weapon has. This weapon has the Ammo Trait which give it two attack types.
- ▷ Mode is the types of attacks the weapon can make. This weapon can only make direct attacks.
  - ▶ Direct means the weapon can target anything in line of sight. It can attack anything outside of line of sight so long as the user has sensor lock to the target and whatever is obstructing the shot is sufficiently thin for the rounds to pass through. Direct weapons may be used for reactions if they are on a vehicle's manip slots.
  - ▶ Indirect means the weapon can only target things in sensor lock regardless of line of sight due to its reliance on targeting data. Other characters can forward observe for indirect weapons, which allows them to attack things outside their sensor range. Indirect attacks can only be used as a reaction to a forward observation. Indirect attacks suffer a -1d6 penalty to attacks unless the target has been forward observed in that round.
  - ▶ Melee weapons can attack anything within reach of the weapon. Melee weapons can be used any number of times per round in combat and can be used as a reaction.
  - ▶ Proximity weapons are AoE attacks (See Traits later this chapter), which can potentially hit anything within 15m (3"). Roll each attack separately.
- ▷ Slots is how many slots the weapon takes. The Autocannon takes 2 slots to equip. Heavy versions of weapons take 1 additiona slot.
- ▷ Aux is any additional slots the weapon must use for ammunition or support systems. All Aux slots for a given weapon must be in the same location, but may be placed in any location. If the weapon is exchanged with a weapon stored on the torso, the Aux slots do not have to move. The Autocannon requires 1 Aux Slot.
- ▷ Location is the location the weapon must be mounted in order to attack. The Autocannon must be mounted in manip locations.
- ▷ Ammo is the number of times the weapon can be used before needing to reload. Unless otherwise stated, vehicles carry enough reloads for normal engagements (5 reloads in general if an exact number is needed). Weapons with a '-' never need to reload. The Autocannon can be used to attack 6 times before reloading.
- ▷ PL is the priority level the team must have in order for that weapon to be selected via customization rules. Variants that come with it as standard equipment use the vehicle's PL. The PL listed for a Light version and goes up by 2 if the weapon is Medium or by 4 if it is Heavy. In this example a LAC is PL 1, MAC is PL 3 and HAC is PL 5.

WEAPON TYPE	CODE	RANGE (m)	L	M	H	TRAITS	Mode	Slots	Aux	Location	Ammo	PL
Autocannon	AC	60-180/360	6	7	8	Ammo: Burst:1 (OR) Precise	D	2	1	Manip	6	1



Master Vehicle Weapon Table

WEAPON TYPE	CODE	RANGE (m)	L	M	H	TRAITS	Mode	Slots	Aux	Location	Ammo	PL
Anti-Air Cannon	AAC	60-180/360	6	7	8	Burst:1, Flak	D	2	1	Manip	5	1
Anti-Air Missile	AAM	60-360/720	7	8	9	Flak, Guided, Limited Ammo	D, I	3	-	Shoulder, Torso	3	3
Air Burst Missile	ABM	120-480/960	6	7	8	AoE: 15m, Blast, Guided, Limited Ammo	I	4	-	Shoulder, Torso	3	4
Anti-Armor Mine	ARM	-	7	8	9	AP:3/4/5, Mine	-	-	-	-	-	3
Anti-Per. Grenade Launcher	APGL	15 (3in)	4	5	6	Frag	P	1	-	Torso	4	1
Anti-Personnel Mines	APM	-	4	5	6	AoE: 5m, Mine	-	-	-	-	-	1
Anti-Personnel Rockets	APR	60-180/360	6	7	8	AoE: 15m, Salvo, Blast, Limited Ammo	D, I	2	-	Shoulder, Torso	4	1
Anti-Tank Missile	ATM	60-360/720	8	9	10	AP:2/3/4, Guided, Limited Ammo	D, I	2	2	Shoulder, Torso	2	5
Anti-Vehicle Grenade	AVG	30-60/90	4	5	6	AP: 2/4/6, Limited Ammo	D	2	-	Manip	4	3
Anti-Vehicle Missile	AVM	60-180/360	5	6	7	AP:1, Guided, Limited Ammo	D, I	2	-	Shoulder, Torso	2	3
Artillery Gun	AG	120-480/960	9	10	11	AoE: 15m, Blast, AP:1, Demo:2	I	6	4	Manip, Torso	1	6
Artillery Missile	AM	120-480/960	7	8	9	AoE: 15m, Blast, Demo: 2, Guided, AP:1, Limited Ammo	I	3	2	Torso	4	6
Artillery Rockets	AR	120-360/720	7	8	9	AoE: 15m, Demo:2, Limited Ammo, Salvo	D, I	3	2	Torso	4	3
Autocannon	AC	60-180/360	6	7	8	Mode: Burst:1 (OR) Precise	D	2	1	Manip	6	1
Bayonet	BA	3 (0in)	5	6	7	Attachment	M	0	-	-	-	1
Bazooka	BZ	60-120/240	7	8	9	Mode: AP: 2/3/4 (OR) AOE: 10m, Blast	D	2	1	Manip	6	1
Bomb	BM	-	7	8	9	AoE: 15m/20m/25m, Bomb, Limited Ammo	D	-	-	-	1	1
Chain Bayonet	CB	3 (0in)	5	6	7	Attachment, Demo:2, Brawler:1	M	1	-	-	-	4
Chain Blade	CBL	6 (1in)	7	8	9	Demo:2/4/6, Brawler:1	M	2	-	Manip	-	4
Claws	CL	3 (0in)	7	8	9	Forearm	M	1	-	Manip	-	1

WEAPON TYPE	CODE	RANGE (m)	L	M	H	TRAITS	Mode	Slots	Aux	Location	Ammo	PL
Combat Weapon	CW	3 (0in)	7	8	9	Demo: 2/3/4, Backup	M	1	--	Manip	-	1
EM Mines	EM	-	4	5	6	Mine, Haywire	-	-	-	-	-	4
Explosive Lance	EL	8 (2in)	7	8	9	AP: 2/3/4, Demo: 3/5/7	M	2	-	Manip	-	5
Field Gun	FG	60-240/480	9	10	11	Mode: AoE: 15m, Blast (OR) AP:3/4/5	D, I	4	4	Manip, Torso	1	6
Field Mortar	FM	120-360/720	8	9	10	AoE: 20m, Blast	I	3	2	Shoulder, Torso	1	4
Fist	FS	0 (0in)	-	-	-	See Descript.	M	-	-	-	-	*
Flail	FAI	5 (1in)	6	7	8		M	2	-	Manip	-	2
Flamer	FL	0-90/180	3	4	5	Fire: 1/2/3, Spray, Burst:1	D	2	1	Manip	4	3
Frag Cannon	FC	0-90/180	5	6	7	Mode: Precise, AP:1/2/3 (OR) Frag	D	2	1	Manip	6	1
Frag Grenades	FRG	0-60/90	3	4	5	AoE: 15m, Blast, Frag, Limited Ammo	D, I	1	-	Manip	4	1
Grenade Launcher	GL	60-120/240	*	*	*	Burst:1, See Description	D, I	2	1	Manip	4	1
Guided Mortar	GM	120-360/720	7	8	9	AoE: 15m, Blast, Guided	I	3	2	Shoulder, Torso	1	5
Haywire Grenades	HYG	0-60/90	4	5	6	Haywire, Limited Ammo	D, I	1	-	Manip	4	5
Haywire Whip	HW	7 (2in)	5	6	7	Haywire	M	2	-	Manip	-	5
Incendiary Grenades	IG	0-60/90	5	6	7	Fire: 1/2/3, AE: 15m, Limited Ammo	D, I	1	-	Manip	4	4
Incendiary Mines	IM	-	5	6	7	Fire: 2/3/4, AE: 5m, Mine	-	-	-	-	-	4
Incendiary Artillery Rockets	IAR	120-360/720	7	8	9	AoE: 15m, Demo:2, Limited Ammo, Salvo, Fire: 1/2/3	D, I	3	2	Torso	4	5
Incendiary Rocket Pack	IRP	60-180/360	4	5	6	AoE: 15m, Limited Ammo, Salvo, Fire: 1/2/3	D, I	2	-	Shoulder, Torso	4	4
Lance	LA	8 (2In)	7	8	9	AP: 3/4/5	M	2	-	Manip	-	4
Laser Cannon	LC	30-360/720	7	8	9	Precise, Advanced	D	3	-	Manip	-	5
Machine Gun	MG	30-90/180	4	5	6	Burst:2, Backup	D	1	1	Manip, Torso, Shoulder	6	1
Morningstar	MS	5 (1in)	9	10	11	-	M	3	-	Manip	-	2
Panzerfaust	PZ	30-60/120	7	8	9	AP: 2/3/4, Limited Ammo, Backup	D	1	-	Manip	2	2
Particle Accelerator	PA	30-240/480	7	8	9	Haywire, Precise, Advanced	D	3	-	Manip	-	6

WEAPON TYPE	CODE	RANGE (m)	L	M	H	TRAITS	Mode	Slots	Aux	Location	Ammo	PL
Pistol	P	0-120/240	6	7	8	Precise, Backup	D	1	-	Manip	6	1
Pulse Laser	PL	30-180/480	6	7	8	Advanced, Mode: Burst: 1(OR) AP: 1/2/3, Apex	D	3	-	Manip	-	7
Railgun	RG	60-480/960	4	5	6	AP:3/4/5, Advanced, Precise	D	4	2	Manip	1	6
Rapid Fire Bazooka	RBZ	60-120/240	7	8	9	Burst: 1, AP: 2/3/4	D	2	1	Manip	3	2
Revisionist Staff	RS	6 (2in)	7	8	9	AP:2, Brawler:1	M	3	-	Manip	-	5
Rifle	RF	60-360/720	6	7	8	Precise	D	2	1	Manip	5	2
Rocket Pack	RP	60-180/360	7	8	9	AoE: 15m, AP:1, Limited Ammo, Salvo	D, I	2	-	Shoulder, Torso	4	3
Rotary Cannon	RC	60-180/360	6	7	8	Burst:2	D	3	1	Manip	5	2
Rotary Laser	RL	30-180/360	7	8	9	Burst:2, Advanced, Forearm	D	3	-	Manip	-	6
Scythe	SY	6 (2in)	6	7	8	AP:2/3/4	M	3	-	Manip	-	3
Shaped Explosives	SE	0 (0in)	7	8	9	AP:2/3/4, Demo:4	M	2	-	Manip	2	2
Smoke Grenades	SM	0-60/90	-	-	-	AoE: 5m/20m/25m, Smoke, Limited Ammo	D	1	-	Manip	4	1
Snub Cannon	SC	30-120/180	8	9	10	AP:2/3/4, Demo:3, Precise	D	2	1	Manip	3	2
Spike Gun	SG	3 (0in)	6	7	8	AP:2/4/6, Forearm	D	1	-	Manip	-	2
Staff	ST	6 (2in)	6	7	8	-	M	2	-	Manip	-	1
Submachine Gun	SMG	0-120/180	5	6	7	Burst:2, Backup	D	1	1	Manip	4	1
Tank Gun	TG	120-360/720	9	10	11	AP:3/4/5, Demo:2	D	6	4	Manip, Torso	1	6
Vehicle Claymore	VC	-	7	8	9	Spray, Mine	-	-	-	-	-	3
Vibro-Blade	VB	3 (0in)	7	8	9	AP:1/3/5, Backup	M	1	-	Manip	-	1
Vibro-Katana	VK	3 (0in)	7	8	9	AP:2/4/6	M	2	-	Manip	-	2
Vibro-Rapier	VR	3 (0in)	6	7	8	Precise, AP:1/3/5	M	2	-	Manip	-	2
Whip	WH	6 (2in)	5	6	7	-	M	1	-	Manip	-	1
White Sand Grenade	WS	0-60/90	4	5	6	AoE:15m, Corrosion, Limited Ammo	D, I	2	-	Manip	4	6

Letter prefixes indicate which column to use for the weapon’s base damage.

Trait ratings listed as Trait:X/Y/Z will use the X for light, Y for medium and Z for heavy.

M size weapons increase their PL by 2 (to a maximum of 10). H size weapons increase their Slots by 1 and PL by 4 (to a maximum of 10).

VEHICLE RANGED WEAPONS

Air Burst Missile

Air Burst Missiles are timed to explode above the target to negate cover.

Anti-Air Missile

Anti-Air Missiles are commonly used by air defense units.

Anti-Personnel Grenade Launcher

These are short range saturation grenades mounted on vehicles. This system discourages infantry from approaching armored vehicles to plant explosives.

Anti-Personnel Rocket

A salvo-based rocket system designed to destroy infantry formations.

Anti-Tank Missile

Anti-Tank Missiles are purpose built anti-tank weapons systems with AP charges.

Anti-Vehicle Missile

A light and small weapon used to engage vehicles of many classes.

Artillery Gun

A large, field grade, indirect cannon. Typically some type of howitzer.

Artillery Missile

A large, guided missile often used by artillery and fire support units to eliminate specific targets.

Artillery Rocket

Large vehicle grade unguided rockets designed to saturate a large area and suppress troops in that area.

Autocannon

The autocannon is a common weapon seen on gears ,where it serves a role like an assault rifle.

Bazooka

A short-range anti-armor weapon, Bazookas are common in assault units.

Bomb

Bombs are dropped by aircraft at ground targets. Typically they have a large blast radius and come in various types. Bombs are dropped in clusters, so when this weapon is used it represents several pieces of ordnance.

Field Gun

Field guns are large caliber artillery that can be used directl yor indirectly using AP or high explosive rounds.

Field Mortar

Mortars are unguided indirect weapons used for local battlefield support.

Flamer

Flamers spew a mixture of jellied gas that has been ignited. This weapon is terrifying to infantry and even armored targets.

Frag Cannon

A vehicle grade shotgun, Frag Cannons can fire shot or slug rounds.

Grenade Launcher

Vehicle mounted grenade launchers are short-ranged weapons that can put out a fusillade of explosive rounds.

Grenade launchers may fire anti-vehicle, frag, incendiary, haywire, white sand and smoke grenades using the grenade's damage but the grenade launcher's stats for everything else; this includes range and ammo. Attacks with the grenade and grenade launcher use the combined traits of both. When selecting the weapon, the user must select 2 of the available grenade types to be available to use (these are still restricted by PL). The user may only use those 2 types when attacking. A Grenade Launcher may fire grenades the same size as it or lower (A MGL can fire medium or light grenades). Ignore the Limited Ammo trait on any grenades used.

Guided Mortar

A guided mortar uses targeting data to zero in on a target with indirect fire.

Incendiary Artillery Rockets

These unguided rockets are packed with higly flammable substances. When fired over a large area, the resulting fire is devastating and incredibly demoralizing.

Incendiary Rocket Pack

A typical gear rocket pack that has been refitted to fire rockets tipped with napalm or other incendiary elements. Without the typical AP tips, the rockets are not as damaging or capable of affecting armor; the fire makes up for it.

Laser Cannon

Lasers are powerful and power consuming weapons. Laser cannons leverage this to inflict significant damage with a deadly accuracy.

Machine Gun

With a high rate of fire and with a low caliber, this weapon is used against unarmored targets or infantry.

Panzerfaust

Panzerfausts are short ranged self-propelled rockets used in confined spaces.

Panzerfausts are always assumed to be stored on the torso if they are listed on a vehicle's profile.

Particle Accelerator

Particle Accelerators used charged particles to impact the target. This has the side effect of disrupting computers and electronics.

Pistol

Gear sized pistols are used as a short range, last line of defense side arm.

Pulse Laser

A laser that 'pulses' between high and low intensity. This allows the weapon to damage armor like it had fired multiple shots.

Railgun

A railgun uses electromagnetism to fire a projectile at variable speeds. The massive power draw often sees this weapon limited to larger combat vehicles.

Rifle

Medium caliber and lacking devoted AP ammunition, rifles are highly accurate and favored by snipers.

Rocket Pack

Rocket packs fire salvos of armor piercing rockets over a targeted area.

When reloaded at a base or supply vehicle, a rocket pack can be loaded with torpedos. These work exactly like a rocket pack but can only fire at targets in the water.

Rotary Cannon

Essentially a large Gatling gun, this multi-barrel weapon is used to suppress targets or put as much lead in the air as possible.

Rotary Laser

Lasers have a recharge time, so a rotary laser combines multiple lasers to allow for a constant rate of fire.

Snub Cannon

Snub Cannons are short ranged anti-tank or anti-structure weapons used in cities.

Submachine Gun

A short ranged, high rate of fire weapon for close in work.

Tank Gun

A high caliber cannon designed to fight heavy armor at long ranges.

Vehicle Claymore

A directional mine often used for area and zone control.

VEHICLE GRENADES

Anti-Vehicle Grenade

This grenade has an armor piercing charge on it that directs the blast into the target. It has reduced effectiveness against troops due to its lack of blast radius.

Frag Grenade

Much like frag grenades on infantry, gears use these weapons to clear out buildings and formations of low armor targets.

Haywire Grenade

The haywire grenade explodes with a short ranged EMP pulse in addition to some fragments.

Incendiary Grenade

Even in the future, fire is terrifying. Packed with a jellied gasoline mixture and a small igniting charge, this weapon is used to burn vehicle crews and clear out buildings.

Shaped Explosives

Using magnetic adherence or other means, this weapon is a small, timed explosive often used to crack hard targets and breach doors. This weapon is planted, not thrown.

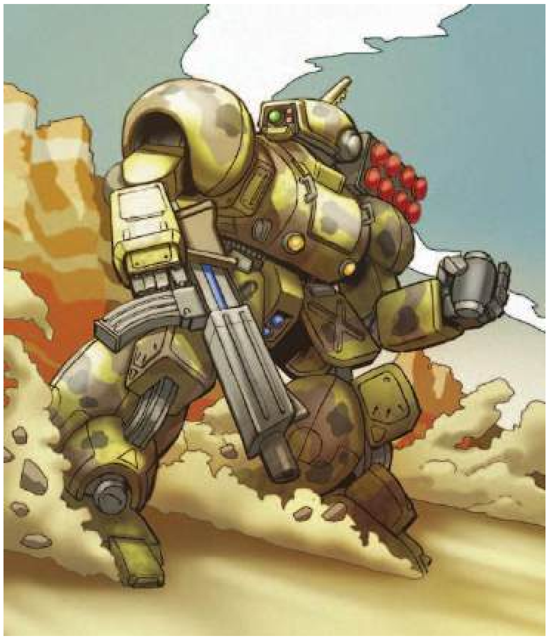
Smoke Grenades

Available in many colors, these are used to obscure areas from line-of-sight observation as well as mark out positions of distant observers.

Any AoE attack made by this weapon is Smoke and does no damage.

White Sand Grenade

A rare and exotic weapon most seen amongst the Koreshi of Temple Heights, this grenade is packed with corrosive white sand and can seriously impact a vehicles performance. This type of grenade is exceedingly rare and is not available to groups that are not in or around the City-State of Temple Heights.



Jager getting ready to toss a grenade

VEHICLE MELEE WEAPONS

Bayonet

Bayonets are somewhat uncommon attachments for gear sized weapons. Most take the form of a short blade.

Swapping to or from a weapon with a bayonet counts as an additional action.

Chain Bayonet

Like a traditional bayonet, this blade is attached to a weapon. Unlike a regular bayonet, its revolving blades make short work of buildings and obstacles.

Swapping to or from a weapon with a bayonet counts as an additional action.

Chain Blade

Using diamond tipped teeth, the Chain blade looks like a large single-handed chainsaw and is a perfect slashing weapon.

Claws

Attached to the gear's forearm, these are literal claws designed for slashing at close range.

Combat Weapon

Combat weapons are a catch all for weapons that do not use a vibrating blade. By default, these take the form of a knife or short sword.

Explosive Lance

A long reach weapon with an explosive tip. This weapon is known to put on quite a show.

Fist

A simple fist backed by a multi ton metal arm powered by hydraulics and a V-Engine can be a very powerful tool.

A gear or strider with the Hands equipment that has an open hand is counted as having a fist. This is not counted as a weapon for any rules interaction, including melee defense. The Damage of a Fist is equal to the Arm - 2 of the vehicle.

Flail

A flail is a handle with a large heavy part connected to it by a chain. Flails are used in pit fights against shielded opponents.

Attacks from flails do not allow the effects of shields or bucklers.

Haywire Whip

A whip that is charged to deliver a serious electrical shock. This is often used in riot control and prisoner guard duties.

Lance

Prized for their long reach, Lances are the weapon of choice for some arena fighters.

Morningstar

A form of mace with blades or spikes, this long weapon is good for slashing and backhand swings.

Revisionist Staff

An oversized version of the staff used by Revisionist Monks; this long weapon also includes a blade on each end that is meant for slashing.

Scythe

An industrial implement, the Scythe is a long pole with a blade designed for sweeping and slashing.

Spike Gun

Spike guns use a pneumatic mechanism to punch a sharpened spike into the target.

Staff

Fighting staffs are common weapons in areas and in police actions. These weapons lack cutting edges or blades, and as such rely on force and speed to damage their targets.

Vibro-Blade

This is a small knife-like weapon that features a vibrating blade. The blade's vibration can be disabled to use the weapon in other tasks, like prying open crates.

Vibro-Katana

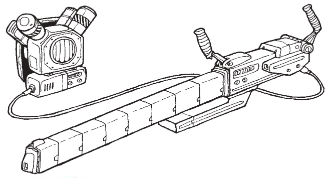
Mostly seen amongst the Mekong Peacekeepers or arena fighters, this vibro weapon is designed for slashing.

Vibro-Rapier

Vibro-rapiers are common amongst gear duelists. Its thin blade is designed for stabbing.

Whip

Long and flexible, this weapon is favored by arena fighters for its reach.



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VEHICLE EQUIPMENT

This section details all the available pieces of equipment seen on vehicles. The italics text description is the narrative description of what the equipment is and what it does (this can be used for roleplay and in game).

AA Tracking Package (Slots 1, PL 2, shoulder or torso only)

This equipment allows the vehicle to follow and lock on to airborne targets with ease.

A single weapon with the direct fire mode gains the Flak trait.

Additional Armor (Slots *, PL *, torso only)

Reinforced plates are attached to the vehicle.

Improve the Arm of the vehicle by 1. This equipment can be taken on vehicles with the Vehicle actor type. The PL of this equipment is equal to the final Arm and its slots is equal to half the new Arm, rounded up.

Advanced Control System (Slots 5, PL 8, torso only)

Onboard systems allow for greater control and response..

One crew member gains +1 action point while in the vehicle. This equipment can be taken on vehicles. A vehicle can have only one instance of this piece of equipment.

Advanced ECM Suite (Slots 3, PL 7, shoulder or torso only)

A sophisticated ECM suite has been added to the vehicle.

This vehicle can use the ECM rules seen in Chapter 11 This equipment can be taken on vehicles with the Vehicle actor type.

Airborne Deployment Rig (Slots 4, PL 5, shoulder or torso only)

A series of parachutes and air brakes that allows the vehicle to perform low altitude drops, ideally from aircraft.

This equipment allows airdropping. When landing from an airborne deployment, the pilot must make a piloting skill test with a difficulty of 5. If the test is failed, the vehicle takes 1 damage.

Amphibious Sealing (Slots 2, PL 2, torso only)

This ground vehicle has been modified to cross water without going under it.

This vehicle ignores terrain penalties for water terrain. This equipment can be taken on vehicles with the Vehicle actor type.

Anti-Missile System (Slots 2, PL 5, shoulder or torso only)

A series of computer controlled projectile launchers designed to shoot down incoming missiles and rockets.

This vehicle may reroll any roll to dodge attacks from missiles, rockets, or other slow-moving projectile. This equipment can be taken on vehicles with the Vehicle actor type.

Ancilliary Power Supply (Slots X, PL 5, shoulder only)

A small generator shunts additional power to other areas.

Remove all slots from the shoulder this was equipped to. Increase the available torso slots by the amount removed, minus 1 to a minimum of 2. This counts as a weapon for the purpose of swapping weapons on stock vehicles.

Armored Jacket (Slots 6, PL 1, torso only)

A combination of ballistic cloth and armor plates is applied the gear's torso for added protection.

This equipment grants +2 HI and also includes a reinforced cockpit.

Bipod (Slots 1, PL 2, ranged weapon only)

This weapon mounts a bipod for stable firing while not moving.

This equipment is considered an attachment. The weapon it is applied to gains the Brace trait.

Buckler (Slots 1, PL 3, manip or shoulder)

A small shield that offers some protection in melee.

This vehicle gains +1d6 to defense rolls to dodge melee attacks. When placed on a manip it gains the Forearm trait and its slots is reduced to 0.

Caustic Rounds (Slots 0, PL 8, ranged weapon only)

Some weapons can be modified to use rounds that cause severe chemical burns or even begin to melt things.

This equipment is considered an attachment. It can be applied to any ballistic weapon except flamers and railguns. This weapon gains the Corrosion trait. The first damage result this weapon applies when inflicting damage is Burned.

Counter Battery System (Slots 4, PL 9, shoulder or torso only)

The vehicle has a system designed to track incoming ordinance and trace their firing point.

This vehicle can perform Counterstrike reactions. A Counterstrike reaction allows the vehicle to attack an enemy actor that has made an attack with an indirect weapon against any target within sensor range of this vehicle. Ignore all restrictions on targets such as sensor lock and range when making this reaction. This equipment can be taken on vehicles with the Vehicle actor type.

Climbing Gear (Slots 4, PL 2, shoulder or torso only)

Climbing gear is used to allow gears to climb vertical surfaces using a series of chains and grappling hooks.

This vehicle can climb rock faces and buildings at a speed equal to its MR, and automatically passes skill tests to climb.

Comms Suite (Slots 1, PL 4, shoulder or torso only)

An advanced communications system with various channels to communicate with different external entities over long distances.

This vehicle has a Comms Suite (See Chapter 12). This equipment can be taken on vehicles with the Vehicle actor type.

Drone Controller:X (Slots 4, PL 1+, shoulder or torso only)

This machine is equipped to control drones whose combined Drone:Y types are equal to or less than X. A single drone may be stored within the vehicle; any additional drones must follow the vehicle.

This follows the rules for a drone controller seen in Chapter 9. The PL is chosen when selected. This equipment can be taken on vehicles with the vehicle unit type. The value of X for Drone Controllers acquired through PL is equal to half the Drone Controller's PL (rounded up). If a vehicle comes equipped with a drone controller, its value of X may be improved up to what is allowed by PL at no added slots. This may be done anytime the vehicle may be taken by PL. A character in a vehicle with a Drone Controller can select drones from the Universal and Civilian vehicle lists.

When not in use the drone is stored in a carrying compartment on the torso. This allows the drone to only be deployed as needed, isntead of consuming its fuel or power at all times.

Early Warning System (Slots 3, PL 6, shoulder or torso only)

The vehicle's sensors include an early warning system to indicate incoming attacks.

The vehicle gains the Agile trait.

ECCM Suite (Slots 2, PL 4, shoulder or torso only)

ECCM suites are data and signal magnifiers which allow communications systems to punch through jamming attempts.

This vehicle can use the ECCM rules seen in **Chapter 12.** This equipment can be taken on vehicles with the Vehicle actor type.

ECM Suite (Slots 2, PL 5, shoulder or torso only)

A small ECM suite has been added to the vehicle.

This vehicle can use the ECM rules seen in **Chapter 12.** This equipment can be taken on vehicles with the Vehicle actor type.

Elite Sensors (Slots 4, PL 7, shoulder or torso only)

The vehicle has Elite Sensors, see **Chapter 12**. This equipment can be taken on vehicles with the Vehicle actor type.

Enhanced Engine (Slots 5, PL 6, torso only)

The vehicle's engine has been upgraded for more power.

Improve the vehicles MR by +2 and add 2 torso slots. This equipment can be taken on vehicles with the Vehicle actor type and may only be taken once.

EWAR Subroutines (Slots 1+, PL 2+, shoulder or torso only)

The vehicle has augmented support for its communications and electronic warfare systems.

Change the EW stat of the vehicle to up to +3, this limit is before other modifiers. The slots of this piece of equipment is equal to the final EW modifier times 2, to a minimum of 1 (example; if the equipment takes a gear to +2, it takes 4 slots). The PL of this equipment is equal to 2 times the final modifier plus 2. This equipment can only be taken once per vehicle.

Extended Fuel Tanks (Slots 2, PL 2, shoulder or torso only)

Expanded fuel tanks are common for long term operations. This can be additional fuel, batteries, or other items. This doubles the operational time of the vehicle.

This equipment can be taken on vehicles with the vehicle unit type.

Extra Ammo:X (Slots X, PL *, torso or shoulder only)

The vehicle includes extra ammunition for its particularly limited weapons.

This equipment can take up to X slots where X is up to 4. For each slot, increase the Ammo characteristic of a weapon a by X. This cannot be applied to grenades. The PL is equal to the PL of the weapon it is applied to. If this is applied to a weapon with the Linked trait, it must be taken twice; once per each weapon.

Field Armor (Slots 4, PL 5, torso only)

Technicians often apply temporary, field expedient armor plates and other reinforcing mechanisms to vehicle armor.

Reduce the damage taken from attacks by 1 to a minimum of 1. This equipment can be taken on vehicles with the Vehicle actor type and cannot be taken multiple times.

Field Survival Gear (Slots 1, PL 1, torso only)

This kit includes a blanket, survival tools, moisture collector, and 1 week worth of food for a vehicle's crew in emergency circumstances.

This is considered a +2d6 Kit [K] for Survival domain skills. This equipment can be taken on vehicles with the Vehicle actor type.

Fire Control System (Slots 1+, PL 2+, torso only)

The vehicle has augmented support for its weapon targeting systems.

Change the GU stat of the vehicle to up to +3, this limit is before other modifiers. The slots of this piece of equipment is equal to the final GU modifier times 2, to a minimum of 1 (example, if the equipment takes a gear to +2, it takes 4 slots). The PL of this equipment is equal to 2 times the final modifier plus 2. This equipment can only be taken once per vehicle.

Fire Suppression Gear (Slots 2, PL 1, torso, shoulder only)

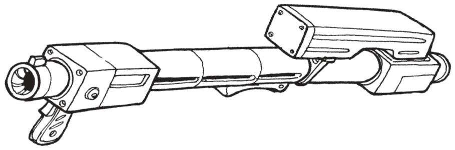
The vehicle is mounted with an array of hoses and applicators for fire suppression foam or other chemicals.

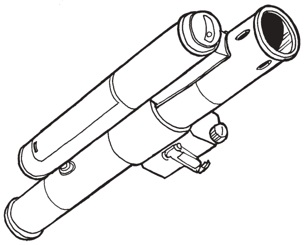
This vehicle can, as an action, put out a fire in a 5m x 5m (2"x2") area that is wholly within 30 meters (6"). This removes any challenges to actors that are caused by being on fire.

Fireproofing (Slots 2, PL 2, torso only)

Padding and other fire-resistant measures have been applied to the vehicle.

This vehicle cannot be set on fire, and ignores the Fire trait on weapons attacking it. This equipment can be taken on vehicles with the Vehicle actor type.





Firewalls (Slots 2, PL 5, shoulder or torso only)

The vehicles computers have extra layers of firewalls to inhibit cyberwarfare attacks.

This vehicle computer systems imposes a TP:2 on ECM and advanced hacking attempts against it. This equipment can be taken on vehicles with the Vehicle actor type.

Forearm Hardpoints (Slots N/A, PL N/A)

Some combat walkers use wrist mounted hardpoints for many of their hand held weapons. This allows the hands to be available for melee weapons.

Vehicles with this equipment may count all manip ranged weapons except grenades, rocket, or missile weapons as having the Forearm trait. If such a weapon is equipped, only a melee weapon may be placed in the actual manip slot. Any weapon listed as manip on their profile is assumed to be using the Frame Hardpoints. This equipment may not be added to any vehicle that does not have it. Weapons mounted on a Forearm Hardpoint cannot gain any benefit for being carried in two manips, and prevents the gear from using two manips to carry a larger weapon than it normally could.

Grenade Rack (Slots 2, PL 4, torso only)

The vehicle mounts a rack for ready access to grenades.

Grenades this vehicle is equipped with gain the Backup trait, so long as they are not used in a Grenade Launcher.

Hands (Slots N/A, PL N/A)

Many gears and striders on Terra Nova have human like hands to manipulate objects. These are linked into the pilots gloves and can be used like normal hands.

If the pilot of the vehicle has a Pilot Suit on, they can use the hands in the same way a human would. In addition, the gear is counted as having a Fist melee weapon (see previous section on vehicle weapons) if no weapon is equipped in the hand.

Hazardous Environment Kit (Slots 2, PL 6, shoulder or torso only)

The vehicle has been environmentally sealed. Air cannot get in or out. This also includes Life Support equipment from the equipment list.

The vehicle does not suffer any damaging or corrosive effects from the enviorrnment. This equipment can be taken on vehicles with the Vehicle actor type. This also makes it immune to corrosion damage.

Inferno Rounds (Slots 0, PL 8, ranged weapon only)

Some weapons can be modified to use chemical rounds to cause burns or even light fires.

This equipment is considered an attachment. It can be applied to any ballistic weapon except flamers, incendiary weapons and railguns. This weapon gains the Fire: 1/2/3 trait. The first damage result this weapon applies when inflicting damage is Burned or On Fire.

Jetpack (Slots 5, PL 9, torso only)

A group of thrusters and fuel systems attached to a backpack, jetpacks allow the user to jump up and down as well as leap canyons and jump over terrain.

The maximum distance a Jetpack can reach is 60m (12in) minus the Arm of the equipped vehicle times 3. In Blitz mode it is reduced by the Arm of the equipped vehicle instead. When using a Jetpack, the user cannot stop to perform actions during the move. The Jetpack can move up or horizontally, and in a straight line.

Jump Jets (Slots 4, PL 7, torso only)

Jump jets are controlled thrusters fired in bursts to allow vehicles to jump over obstacles and gaps.

The vehicle can jump over terrain and other actors that are 15m (3in) or less as well as gaps. When using a Jump Jet, the user cannot stop to perform actions during the move.

Life Support (Slots 2, PL 5, torso only)

The vehicle is equipped with a rudimentary life support system. This includes the recycling of air for as long as the vehicle has power.

This equipment can be taken on vehicles with the Vehicle actor type. The vehicle's crew are protected from airborne hazards and have fresh air for as long as the vehicle has power.

Linked Fire Control (Slots 1, PL 6, torso only)

Two of the vehicle's weapons are linked together to attack at the same time.

This can only be taken on a vehicle with 2 of the same weapon, including size (2x LACs is fine, a LAC and a MAC is not). When attacking with one of those weapons the user may treat the two weapons as a single weapon with the Link trait. If they do this, the second weapon counts as having been used that round. This still counts as a single action.

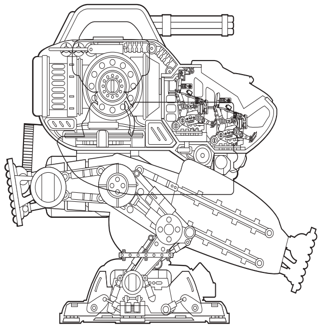
Living Quarters: X (Slots 30, PL 1)

This vehicle provides sleeping, dining, and other support for living in it for up to X people for 2 weeks. This equipment can be taken on vehicles with the Vehicle actor type.

Machine Assisted Controls (Slots 1+, PL 2+, torso only)

The vehicle has augmented support for its movement and manipulator systems.

Change the PI stat of the vehicle to up to +3, this limit is before other modifiers. The slots of this piece of equipment is equal to the final PI modifier times 2, to a minimum of 1 (example, if the equipment takes a gear +2, it takes 4 slots). The PL of this equipment is equal to 2 times the final modifier plus 2. This equipment can only be taken once per vehicle.



Medical Lab Kit (Slots 1, PL 1, shoulder or torso only)

Designed for first responders and battlefield medics, this computer system allows for rapid diagnosis and descriptions of treatment.

This grants a +2d6 Kit [K] for Medicine domain skills to diagnose, but not treat, patients.

Medical Suite (Slots 20, PL 6, shoulder or torso only)

This vehicle features a small operating area and triage station. A surgeon could in theory perform surgery here if needed but it is used primarily to stabilize casualties.

This equipment is treated as a +2d6 Medical workshop [K] when used to treat injuries. This includes a medical lab kit.

Melee Subroutines (Slots 2, PL 4+, torso only)

The vehicle's systems allow for greater range of movement and action in melee combat.

This vehicle gains Brawler:1. Multiple instances of this equipment stack, increasing in PL by 2 per case.

Minelaying Gear:X (Slots 4+, PL3, torso only)

The vehicle mounts racks for mines and the hardware to deploy them.

This vehicle may spend an action to place a single mine. This may be done up to X times before needing to replenish its stock. When stocking mines, the vehicle must select what type of mines it is loading (it can mix them) from the vehicle weapon list. A mine is considered any weapon that has the Mine trait. Minelaying Gear also includes a Minesweeper. This equipment can be taken on vehicles with the Vehicle actor type. X starts at 1 and can be increased by 1 by increasing the slots by 1.

Mines can be hidden or buried up to .25m deep; any deeper and they will not explode. When deployed, a mine may be set to proximity fuse where it will detonate when something approaches to within 5m (1") of it or set to contact fuse where it will explode when stepped on or contacted. When a mine detonates, everything in the AoE/Spray (if it has that trait) and whoever triggered the mine must make a skill test to avoid the explosion. The target number for this roll is a 6, and anyone trying to dodge suffers a -1d6 penalty if they did not know the mine was there. If someone is hit by the explosion, calculate damage and effects like normal attacks using the mine's stats.

Minesweeper (Slots 2, PL2, shoulder or torso only)

The minesweeper is an add-on sensor pack that allows vehicles to identify mines in their path.

Minesweepers can sense mines and metallic improvised explosives within 10m of the vehicle so long as they are no more than 1m deep. They cannot identify what type of mine it is. This equipment can be taken on vehicles with the Vehicle actor type.

Multi Target Tracking (Slots 2, PL 4, shoulder or torso only)

Additional computing power allows this vehicle to track and lock onto multiple targets with its fire control systems.

When this vehicle attacks with a Burst:X weapon it may perform one additional attack as a free action with that weapon against a different target within 15m (6") of the original target. Neither attack benefits from the additional +Xd6 to the attack roll if this ability is used.

Patroclus System (Slots 4, PL 10, shoulder or torso only)

The Patroclus System is a new invention by Peace River that allows a vehicle to mimic the emissions (physical and electronic) of any other vehicle. This was designed to allow Paxton security units to bluff raiders and rovers into thinking they have much more firepower than they really do. Since the invasion, this has become a rare tool in nearly every nation's arsenal.

When the Patroclus System is activated, the user selects another vehicle. This can be any vehicle/gear. All sensor returns from the user will read as the selected vehicle instead of what it actually is. This has no effect on visual observation, and the user cannot use ECM or Advanced ECM while this system is active. This equipment can be taken on vehicles with the Vehicle actor type.

Poison Rounds (Slots 0, PL 8, ranged weapon only)

Some weapons can use ammunition coated in exotic poisons.

This equipment is considered an attachment. It can be applied to any ballistic weapon except flamers and railguns. When applying damage from this weapon to non-vehicles, the first damage result is always Poisoned.

Prototype Sensors (Slots 5, PL 9, shoulder or torso only)

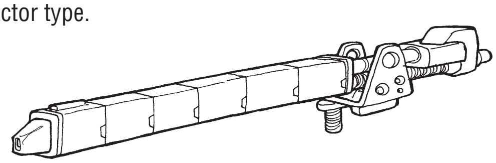
This vehicle is equipped with a state of the art sensor system that is not in regular use even amongst elite formations.

The vehicle has Prototype Sensors, see Chapter 12 for more details.

Quick Response System (Slots 3, PL 7, shoulder or torso only)

The vehicle is equipped with a series of controls and support systems that allow it to react to battlefield developments much quicker than normal

A single crewman gains +1 action point while in the vehicle. This action point may only be used on reactions. This equipment can be taken on vehicles with the Vehicle actor type.



Ram Plate (Slots 1, PL 1, torso only)

Ram Plates are a catch all term for various spiked attachments to the vehicle chassis designed to ram and push obstacles out of the way.

Increase the damage dealt to the target when this vehicle rams by 1. This equipment can be taken on vehicles.

Reinforced Arm Struts (Slots 4, PL 7, torso only)

The gear's arms have additional or reinforced struts. allowing them to carry much more weight than normal.

Increase the number of slots of the gear's manip locations by 1. This cannot be stacked with the size increase granted by using 2 manips to carry a weapon and may only be taken once per vehicle.

Recon Sensors (Slots 3, PL 5, shoulder or torso only)

The vehicle has Recon Sensors, see **Chapter 12** This equipment can be taken on vehicles with the Vehicle actor type.

Reinforced Cockpit (Slots 2, PL 3, torso only)

The cockpit of this vehicle is padded, and designed for maximum pilot survivability.

The pilot does not suffer any damage results caused by damage to the vehicle. Weapons or effects that explicity damage the crew are applied normally such as On Fire or White Sand Grenades.This equipment can be taken on vehicles with the Vehicle actor type. If applied to a vehicle with Exposed Cockpit, remove Exposed Cockpit and increase the slots of this equipment by 2.

Repair Array (Slots 6, PL 6, shoulder or torso only)

This vehicle is outfitted with various tools, small cranes and other equipment needed to make repairs and modifications to other vehicles and even small structures.

This vehicle may attempt to repair other vehicles and buildings with the Patch action. This counts as sufficient equipment to make repairs to things with the Rare trait. Repair Arrays also include a Spotlight, and Towhook.

Rugged Terrain Refit (Slots 2, PL 4, torso only)

New shock absorbers, some computer upgrades, obstacle clearance gear, and expanded contact points are added to allow this vehicle to better traverse difficult terrain.

This vehicle ignores the effect of difficult terrain on its movement. This equipment can be taken on vehicles with the Vehicle actor type.

Satellite Uplink (Slots 3, PL 6, shoulder or torso only)

The vehicle has a high gain antenna designed to link with satellites for better and more powerful data transmission.

This equipment also includes a Comms Suite from earlier in this section.

Improve the EW stat of this vehicle by +1 for unopposed rolls related to sending and receiving information. This equipment can be taken on vehicles with the Vehicle actor type.

Scope (Slots 1, PL 6, ranged weapon only)

Scopes are commonly seen on weapons to help accuracy with variable magnification. Vehicle scopes also act as additional cameras for the pilot to see their surroundings with. Scopes also usually have thermal and infrared settings.

Scopes have the Attachment trait. The weapon equipped with the scope adds +1 to the final total of the dice for attacks within and beyond optimal range. Apply this effect only when the user is Aiming. Scopes come with a bipod.

Scout Sensors (Slots 2, PL 3, shoulder or torso only)

The vehicle has Scout Sensors, see Chapter 12. This equipment can be taken on vehicles with the Vehicle actor type.

Sensor Boom (Slots 3, PL 7, shoulder or torso only)

A sensor boom is a thin robotic arm that can be extended. Communications or electronic warfare equipment is usually attached to the end. This is typically 2-3 meters long. This equipment can be taken on vehicles. Items cannot be placed on the end of the Sensor Boom.

Shield (Slots 1, PL 5, Shoulder or manip only)

Ranging from a simple slab of metal to complex police shields, this arm attached piece of equipment can help protect against attacks.

This vehicle counts as being in light partial cover against attacks in the front.

In melee, this vehicle gains +1d6 to defense rolls to dodge melee attacks.

Silencer (Slots 1, PL 5, ranged weapon only)

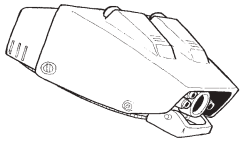
This is a vehicle grade silencer like those seen on small arms.

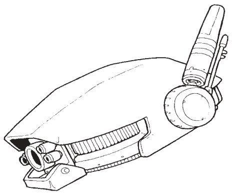
The Silencer has the Attachment trait. The weapon this is attached to gains the Silent trait. This cannot be applied to any weapon with the AoE or Spray traits or grenade launchers.

Smoke Launchers (Slots 1, PL 2, shoulder or torso only)

Small clusters of launchers scattered across the vehicle are used to fire smoke producing projectiles.

Firing smoke takes an action, and produces a smoke cloud centered on the vehicle. (See Smoke in the Weapon Traits section) that is 15m (3in) in diameter. This equipment can be taken on vehicles with the Vehicle actor type. This may be used as a reaction.





Spotlight (Slots 1, PL1)

Spotlights are large LED lights that are used to illuminate large areas or specific targets.

Spotlights can be mounted anywhere and even as an attachment. Spotlights can be used diffused which illuminates an area around 100m deep in a 120 degree cone around the light, or to illuminate a single target at 200m. This equipment can be taken on vehicles with the Vehicle actor type.

Stabilizer (Slots 4, PL 7, shoulder or torso only)

A combination of computers and hydraulics create a stable firing platform for the firer.

When this equipment is added, select one weapon to benefit from its effect. This weapon can be changed later by removing and reequipping the stabilizer. Gain +1d6 when attacking with the selected weapon. This equipment can be taken on vehicles with the Vehicle actor type.

Stealth Kit (Slots 2, PL 7, torso only)

A stealth kit is a combination of radar absorbing paint, heat sinks and other mechanisms designed to reduce the sensor image of the target.

Sensors can only lock on to this vehicle at half their normal range, and cannot identify it or its affiliation at any distance. The vehicle is hidden from sight if it is obscured by terrain. The vehicle can be seen with a successful observation related skill test with a Dif equal to the vehicle's PL. The vehicle may put a silencer on a single weapon as part of this upgrade.

Supply Storage (Slots 4, PL 1, shoulder or torso only)

Containers, pouches, and bins have been applied to allow the storage of extra food, water, ammunition, and other essentials.

When this is used on a vehicle with the Living Quarters: X equipment, add 1 month to the total time the vehicle can support the crew. This vehicle can reload weapons with the Limited Ammo trait. This is done as a full round action by an actor piloting this vehicle or with access to the supplies. Grenade Launchers may change their 2 selected grenade types to any of the types allowed by the team's PL. Both reloading and swapping grenades can only be done if the two vehicles are within 5m (1") of each other. This equipment can be taken on vehicles with the Vehicle actor type. This also contains provisions for up to 4 people to surivive for 2 weeks.

Survey Kit (Slots 1, PL 1, shoulder or torso only)

A scientific support system that allows for analysis and data collection in various fields.

Select biological, geological or chemical fields when equipping this piece of equipment. The vehicle can be used to perform basic analysis, data collection and identification of samples within the selected field. This counts as a gadget [G] for the appropriate domain. This equipment can be taken on vehicles with the Vehicle actor type. This does not detect lifesigns.

Target Designator (Slots 2, PL 4, shoulder or torso only)

Called a TD for short, this is a small laser that is used to 'paint' a target for guided ordinance.

If a Forward Observation action is made using a TD, weapons with the Guided trait gain +1d6 when attacking the target in addition to ignoring the indirect fire penalty. This only applies to the Fire MIssion called in by the Forward Observation action. This equipment can be taken on vehicles with the Vehicle actor type.

Towhook (Slots 1, PL 1, shoulder or torso only)

A single or group of attachment points welded to the vehicle with a chain or cable attached for towing. The chain/cable is held as a spool with an attached electric motor that can extend or retract the cable and carry significant weight.

This vehicle can tow or lift other vehicles, and has 20m of cable. While towing, its MR is reduced by the difference in Arm between the two vehicles if the towed vehicle has an Arm greater than the vehicle with the towhook. This equipment can be taken on vehicles with the Vehicle actor type.

Drone controller at work

Underslung Weapon (Slots 1, PL*, Ranged Weapon Only)

Gears often have additional weapons added to their normal handheld autocannons for added functionality.

A Frag Cannon, Grenade Launcher or Flamer may be added to an Autocannon held in 2 manip slots. The size of the added weapon is always light. This is considered to have the Attachment trait for all purposes. Stock variants with underslung weapons are denoted with a / between the weapons (such as LAC/LFC). The underslung weapon's slots and Aux are ignored, and the upgraded weapons slots and Aux do not change. The added weapon has its ammo halved (rounding up). The PL is equal to the PL of the added weapon being added +1.

Utopian Drone Controller: X (Slots 2, PL 1+, shoulder or torso only)

This machine is equipped to control various Utopian Drones.

This follows the rules for a normal Utopian drone controller seen in Chapter 9 and may only be equipped by Utopian vehicles. The priority level of this equipment is variable, and is set when it is taken. The value of X for drone controllers acquired through PL is equal to half the drone controller's PL. If a Utopian Drone Controller comes stock on a anything from the Utopia Vehicle List, it is value for X may be upgraded up to what is allowed by PL for no added slots. This may be done anytime the vehicle may be taken with PL.

Wrist Mounting Point (Slots 1, PL*, manip Only)

A fixed mounting point on the gear's lower arm allows a small ranged weapon to be used. This version has limited ammo and is often very small.

This equipment has the Forearm Trait. When equipped select between a Pistol, Panzerfaust, Flamer, Machine Gun, or Submachine Gun. The selected weapon is built into the mounting point and is treated like a normal weapon of its type. It is always light size and cannot include attachments. The slots and Aux characteristics of the weapon are changed to 0 (note the 1 slot for the mounting point does not disappear). The equipped weapon gains the Limited Ammo trait if it does not have it already and its Ammo is reduced to 2 if it is higher. The PL of this equipment is equal to the weapon's PL plus 1.

VEHICLE & WEAPON TRAITS

Traits are common rules seen on many weapons; instead of defining them each time they are needed, they are listed here. As with previous sections, narrative information is in italics and mechanical text is in normal text. Unless otherwise stated, multiple instances of the same trait do not stack.

Advanced

This weapon uses advanced technology such as lasers, energy weapons or other exotic techniques. This unique nature allows them to better penetrate and damage traditional armor.

This weapon must be connected to a power source, usually the vehicle's engine. If not connected it cannot be fired. This connection takes 1 hour of time working on the vehicle and is not something that can be done in combat.

Agile

This vehicle or creature is adept at dodging attacks.

This vehicle is Favored for rolls to dodge attacks.

AoE:X

This weapon hits a wide area in the shape of a circle of radius X.

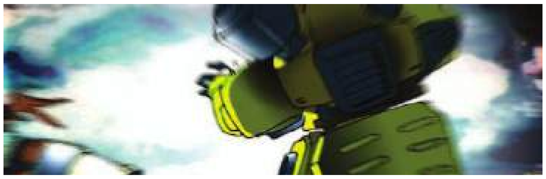
The attacker rolls an attack roll against all targets (friend or foe) with X distance of the original target actor/point. Roll the attack skill test against the primary target as normal (remember that indirect attacks suffer -1d6 to hit). All other targets are secondary targets. Attacks against secondary targets suffer a further -1d6 to hit and are rolled individually. Edges, challenges and penalties used on the attack affect all targets. Unless the weapon also has Blast, AoE weapons still calculate cover from the firer's perspective and targets behind full cover, with respect to the attacker, are not hit even if they are in the AoE so long as the cover is medium or heavy. Note: If firing at a point on the ground ,the point attacked is the primary target.

In Blitz Mode, the distance of the AoE in inches is equal to 1in for every full 5m of X.

AP:X

This weapon features an armor piercing tip which enables it to punch through heavy armor.

When dealing damage with this weapon, the attacker may choose to apply their MoS as damage instead of normal damage calculation. If this option is used the maximum damage that can be dealt is X and 1 damage is always dealt.



Apex

This weapon is the best within its class, designed to be superior to its competition.

Increase the damage of this weapon by 1.

Attachment

Equipment with this trait is attached to a weapon. The weapon must be a ranged weapon that uses a manip slot (it can be placed on the torso later) except grenades.

A character may acquire an attachment like any other piece of equipment (PL, battlefield salvage, etc.). A weapon may have more than 1 attachment, and the weapon's PL is increased by 1 for each attachment to a maximum of 10. An attachment may only be added to a weapon if the final weapon PL is equal to or less than the team's PL if the attachment was acquired via the team's PL. Attachments can be applied to weapons on stock vehicles; in this case adding the attachment increases the vehicle's PL by 1 instead of the weapon's. A vehicle that is PL 10 may include a single attachement that would normally take it over PL 10. The final vehicle PL cannot exceed the team's PL if acquired via PL. Attachments acquired through means other than the team's PL such as battlefield salvage may be attached regardless of PL. If an attachment has a "slots" listed, it increases the slots taken by the equipped weapon by the amount listed. Attachments may be placed on a stock variant's weapons, but are not counted for the slots taken by that weapon if it is swapped out.

> *Example: Octavia is on a team that is PL 6. This is high enough for her to have access to Scopes. She may place that Scope on any weapon, in a manip slot, and increase that weapon's PL by 1. The final PL of the weapon may not be greater than her team's PL of 6. If she were to acquire a Scope through other means however, nothing stops her from putting it on a valid weapon regardless of PL. The Scope has a slots of 1, meaning the weapon it is applied to counts as 1 slot higher. If Octavia wants to swap the weapon out, though, it only counts as its original slots and does not add on the slots of any attachments.*

Auto

Some weapons feature advanced controls with AI subroutines or other devices. This allows them to quickly respond to battlefield conditions.

Weapons with this trait can be used once per round for a reaction without spending an action point.

Backup

This weapon is designed for pilots to quickly swap to it.

Any actions taken to draw or swap to this weapon count as free actions.

When swapping weapons out while customizing gears, Backup weapons may be used to replace weapons like normal, but if the removed weapon has a higher slots stat than the Backup weapon then the Aux trait of the Backup weapon is reduced to 0.

Blast

This weapon impacts a wide area with a powerful blast.

When using this weapon, calculate cover from the perspective of the primary target.

Bomb

This weapon is dropped by low flying aircraft. Bombs can come in a variety of types.

All bombs have the Limited Ammo and Blast traits. When attacking with this weapon, select a target (point, building, vehicle etc.) the vehicle moved over during its move and roll a direct attack (considered to be in optimal range) against that point or target. Other vehicles, personnel, or other destructible entities in the AoE are considered secondary targets (See AoE). If this attack is reacted to, the vehicle is treated as directly above the target point.

When loading bombs onto a vehicle, the character may select what type of bombs they are from the list below. The vehicle cannot change the type of bomb once it is loaded and only a single option may be chosen.

- ▷ Dumb Bombs gain no added effects.
- ▷ Cluster Bombs must reroll missed attacks. Increase the PL of this weapon by 1.
- ▷ Napalm Bombs gain the Fire trait. Increase the PL of this weapon by 1.
- ▷ Armor Piercing bombs decrease their AoE by 10m (2") but gain the AP: 3 trait if light, 4 if medium and 5 if heavy size. Increase the PL of this weapon by 1.
- ▷ Bunker Buster Bombs gain the Demo: 4 trait if Light, Demo: 5 if medium, and Demo:6 if heavy size. Increase the PL of this weapon by 1.
- ▷ High Explosive Bombs gain the Apex trait. Increase the PL of this weapon by 1.
- ▷ Guided Bombs gain +1d6 to attack rolls if the target is in Line of Sight of a friendly Target Designator. Increase the PL of this weapon by 1.

Bomb Bay: X

This vehicle has multiple racks of ordinance, allowing many of bombs to be dropped at one time.

This vehicle may attack with up to X weapons with the Bomb trait per activation. If the vehicle uses this equipment, it may not perform other actions and this counts as a single action. They may target different targets.

Brace

This weapon is best fired from a stationary position.

The user of this weapon treats Aiming as a free action while Stationary, Dug-In or Braced.

Brawler:X

Some weapons or systems make it easier to attack or defend in melee. Multiple instances of this trait stack.

This weapon adds +Xd6 to melee attack rolls with this weapon. If this trait is on a vehicle or creature, it gains +Xd6 to all melee attack and defense rolls. Multiple instances of this rule stack and it does apply to rolls to disengage.

Burst:X

This weapon fires out a significant amount of ammunition per burst allowing it to target multiple foes. Remember, those bullets go somewhere, so if you miss you may hit other things.

You may choose to add a +Xd6 modifier to any attack roll made with this weapon. Alternatively, one of this d6 may be spent to make an attack roll on one additional separate target. This second target must be within 3 meters (1in) of the initial target. Any left over Burst must be used to add +1d6 to all targets attacked. This represents a hail of gunfire, so the Director can also say that targets behind or between your intended target might also be hit.

Corrosion

These weapons corrode away metal or even flesh, representing acid or deadly white sand.

These weapons automatically do 1 damage to any target hit by them at the end of each round until cleared off of the target (this is an action that anyone can perform). See the Damage Results in Chapter 3 or more on corrosion.

Demo:X

This weapon is designed to crack structures and buildings.

Instead of doing normal damage to a building, the user can do X damage instead.

Exposed Pilot

This vehicle does not include an enclosed cockpit, often leaving the pilot open to injury.

Every time the vehicle is damaged, the pilot takes a -1d6 damage result to either System or Shell Shock.

Fire:X

These weapons set their target on fire.

The first damage result this weapon deals is either Burned or On Fire. In addition, if the attack hit, roll Xd6 after the attack is resolved. For each 4+, the target sustains 1 additional damage. Any area of effect hit by this attack is now on fire.

Flak

This weapon is designed to hit air targets.

Gain +2d6 when attacking airborne targets such as aircraft or VTOLs.

Jackal and Mustang in cover

Forearm

This weapon or equipment is attached to the forearm instead of the manipulators.

Equipment with this trait is mounted on the forearm instead of the hands of the manip location. This leaves the hand free to manipulate objects. A weapon may still be equipped in this manip in addition to the Forearm equipment. Treat the manip as having 1 fewer slot than normal per slot of the Forearm equipment added. This does not prevent the manip from being used to mount a weapon across 2 manips. Only a single piece of equipment with this trait may be applied to each manip.

Stock gears may take only 1 Forearm piece of equipment in total. In this case it is simply added to the manip, and the number of manip slots is unaffected if it is equipment. If it is a weapon the slots are deducted as normal.

> *Example: Octavia has a HAC on her stock Armored Hunter's manip. She can put a Forearm piece of equipment on the manip. Because its a stock variant (not stripped), this does not reduce the slots on the manip. She can fire the HAC as normal, and swap it out with any other weapon up to 3 slots.*

Frag

The weapon fires out multiple pellets or other shrapnel at its target.

The weapon gains +2d6 when attacking targets in optimal range. This weapon gains an additional +1d6 when attacking Swarms and can deal full damage to Swarms.

Guided

Weapons with this trait use sophisticated guidance systems either in the munitions (in the case of missiles) or on the launcher (like guided mortars) to direct the ordinance onto exact points painted by an observer.

Guided, when used in conjunction with a TD, can allow for highly accurate shots. See Target Designators above.

Haywire

This attack temporarily disrupts the computer systems of the target.

Targets that are hit by this attack suffer a -1 penalty to their GU, PI, and EW until the end of their next acitvation. Additionally, the target cannot send or receive communications until the end of their next activation.

High Maintenance

This vehicle has a reputation for taking a long time to maintain and service.

This vehicle's maintenance cycle is 3 days.

High Tech

The vehicle features high tech components and parts not readily available, and often requiring an abnormal level of knowledge.

Any roll made to repair, modify, or otherwise work on this machine gains TP:1.

Intimidating

The mere sight of this machine can strike terror into the heart of foes and reduce their willingness to resist.

Add 1 to the result of any persuasion or intimidation attempt made while this vehicle is present.

Kamikaze

Some vehicles are not meant to survive their mission.

When this vehicle makes an attack, it is destroyed.

L (Left)

This weapon can only attack targets in the Left Arc.

Limited Ammo

Some weapons use cumbersome ammunition that can be hard to reload.

Weapons with this trait may only be reloaded with support from another vehicle or other personnel. This is a full round action for the actor performing the reload. when in combat that can only be done around supply vehicles or vehicles with Supply Storage. In between combat encounters and during Intermissions, these weapons can be reloaded normally without specialized vehicles.

Link

Oftentimes, multiple weapon systems are connected to each other to fire together.

This weapon is 2 weapons that fire together. It counts as 2 weapons for all rules purposes. Weapons with this trait may fire together and gain +1d6 on any attack rolls made. 1 Ammo is consumed from both weapons when doing this. Instead of firing together, they may be fired separately as individual weapons like normal. In this case the Ammo trait used may be different for each weapon.

Any weapon with this trait listed is assumed to have the Linked Fire Control equipment applied to it. The weapons can be removed without removing the Linked Fire Control and the Linked Fire Control can then be applied to different weapons.

Low Maintenance

This vehicle has a reputtation for being easy to maintain and service.

This vehicle's maintenance cycle is 11 days.

Low Tech

The vehicle is designed to be easy to use and maintain for your average citizen through easy-to-understand systems and clear instructions.

Any roll made to repair, modify, or otherwise work on this machine gains TB:1.

Lumbering

This vehicle is slow and plodding. This can make it more vulnerable to people trying to crawl over it or just harder to respond to threats.

This vehicle can never go All Out and can only turn up to 90 degrees per round. Infantry can climb over it while moving at no risk.

Mode:X

A weapon with Mode:X traits may choose what kind of ammunition to use when fired.

Different options are separated by (OR). Traits before Mode:X are applied to all attacks with the weapon. For example, frag cannons can have Mode:Precise, AP:1/2/3 (OR) Frag, so the player may use either the armor piercing and Precise option or frag trait, but not both.

No Sensors

Not all vehicles carry some form of sensors. Civilian vehicles and small personal transports are common examples.

This vehicle has no sensors, and cannot perform EW actions.

Precise

The weapon is particularly accurate and able to target specific points and small targets.

This weapon improves its MoS/MoF by 1 when attacking with this weapon in optimal range. Multiple instances of this rule do not stack.

R (Right)

This weapon can only attack targets in the Right Arc.

Rare

This machine is a rare sight on Terra Nova, and parts and support are often not readily available.

This vehicle has the High Tech and High Maintenance traits. Repairs and parts can only be acquired at military bases and production sites.

Reach: X

Often melee weapons are enlarged to allow extended range, this weapon is one such case.

Increase the range of the weapon by 2m per X, or X inches in Blitz mode.

Resist: X

Through some fluke or intentional design, the vehicle is less readily damaged by X. X can be conditions or added damage effects like Fire, Haywire, Corrosion, etc.

Decrease the damage dealt from attacks or effects related to X by 1.

Salvo

Rockets are typically loaded in prefilled racks. Only some are discharged for a typical attack, but pilots can fire all of them at once.

When attacking with this weapon, the user may increase the ammo used on the attack by 1 to add +1d6 to the attack roll against a single target. This may be done multiple times, but can only be used once per target.

Silent

This weapon has various gas control mechanisms and other devices to reduce its noise, muzzle flash, and sensor signature. While not perfect, it can reduce the noise to a level that allows it to blend into its surroundings.

Smoke

These grenades produce a large amount of chemical smoke.

Any AoE(s) this attack creates stays in play as smoke. The smoke is thick, oily, and hard to breathe or see through, granting +1d6 to defense attempts and creating an area that can only be fired through with sensors or advanced optics (such as IR or UV). Even then, the +1d6 defense bonus remains. The smoke lasts for about a minute in average conditions, 90 seconds in stagnant air. The smoke reaches a height of 50m.

Submersible

The vehicle is designed to operate underwater for extended periods.

This vehicle has amphibious sealing and a life support system. It can go underwater and operate normally. Additionally its weapons are assumed to be refit for use underwater and thus function normall underwater. This does not apply to fire weapons.

Spray

This weapon can hit everything in a wide area using a stream of attacks.

This attack ignores thr cover bonuses of defenders. Additionally, this weapon may never use the Aiming rules.

T (Turret)

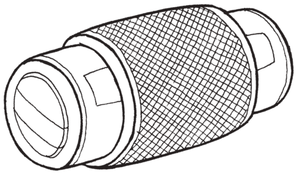
Many weapons are mounted on turrets with 360 degree rotation.

This weapon can fire in any direction.

Towed

This machine has no locomotion system and must be towed.

This machine cannot move unless towed or declare any posture other than Braced or Dug In. It cannot do actions while moving.



Transport: X

Bays in the back or on the side allow this vehicle to carry infantry or vehicles into battle or to reduce wear and tear. Examples include infantry, drones, and gears.

This vehicle can carry up to X. X is a number and a type. A Transport can only carry (safely) the indicated type although if it is large enough it can hold smaller objects. It costs an action for passengers to board or leave the transport. If a transport is destroyed, all passengers must make an independent skill test to not become injured or killed in the destruction. If the roll is failed the MoF is the amount of damage taken. All transports include a Towhook.

Ubiquitous

This machine is a common sight across Terra Nova. Its ease of maintenance and low tech make it popular.

This vehicle has the Low Tech and Low Maintenance traits. Repairs and parts can be readily acquired at any outpost, city, or other civilized area.

Vuln: X

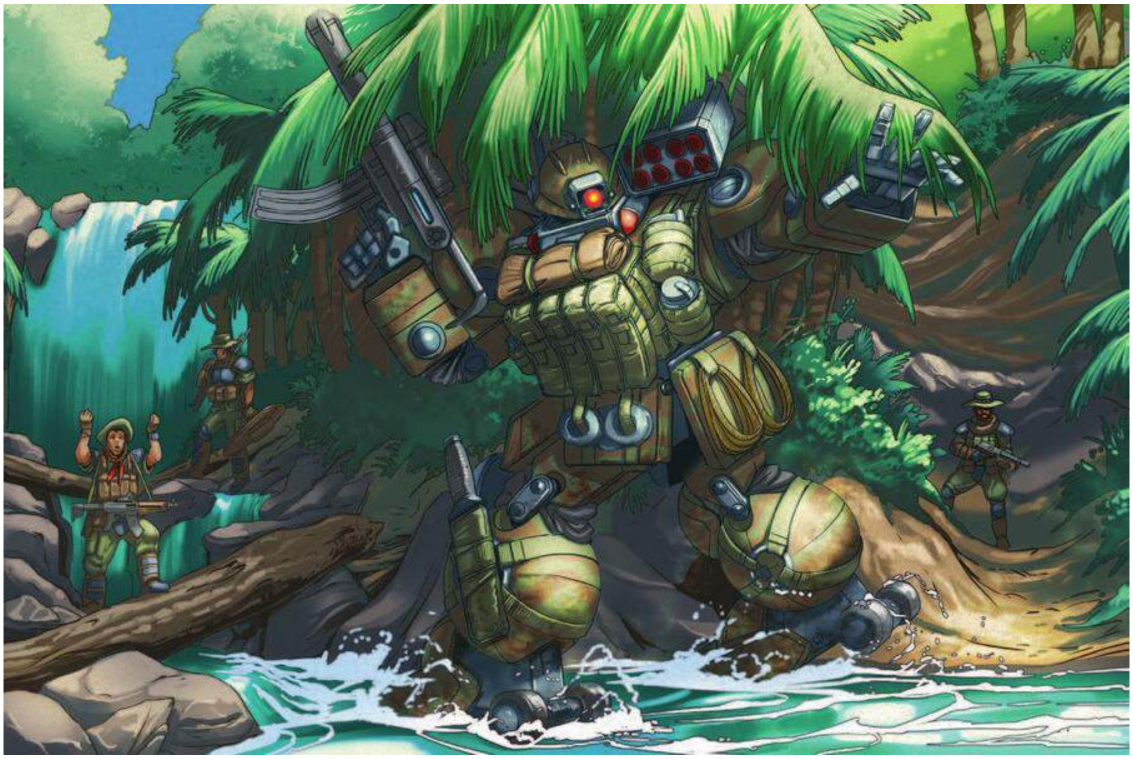
Through some fluke or intentional design, the vehicle is more readily damaged by X. X can be conditions or added damage effects like Fire, Haywire, Corrosion, etc.

Increase the damage dealt from attacks or effects related to X by 1.

Widespread

Some vehicles are actively sold or made available to other powers on the planets of their manufacture.

Vehicles with this trait can be taken using Export rules by characters hailing from the planet on which they are produced without losing any torso slots.



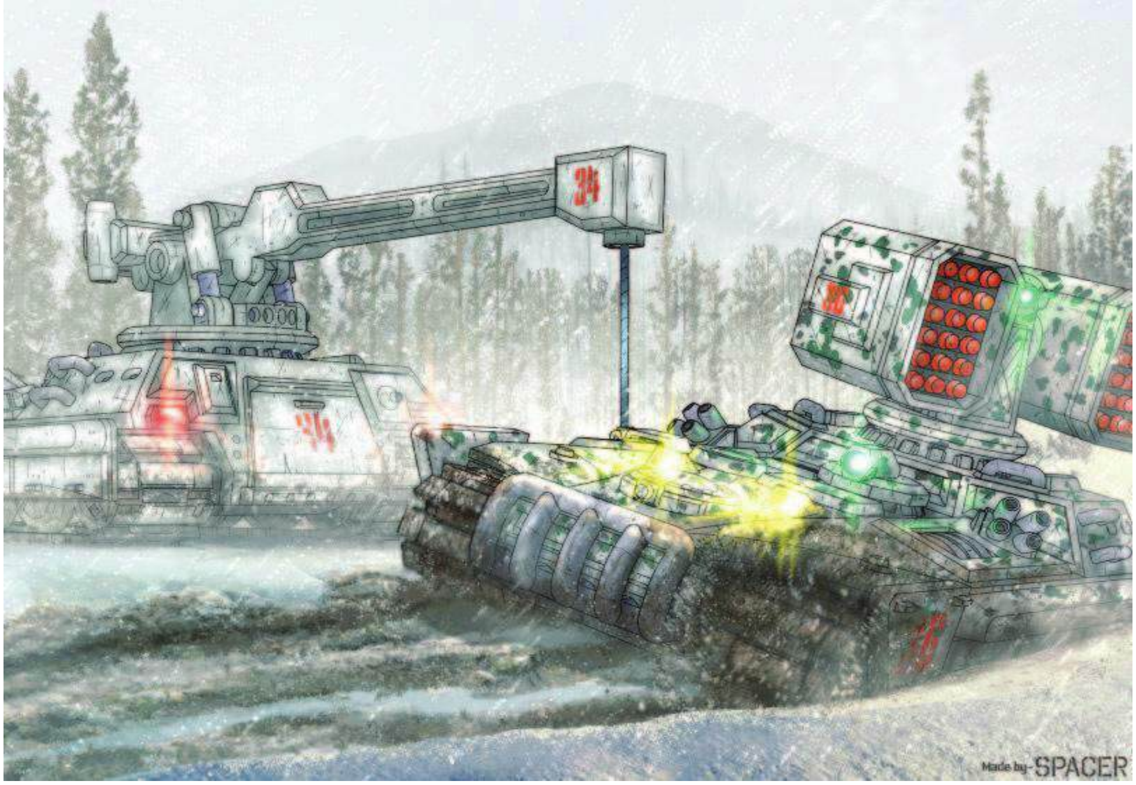
Black Mamba and infantry in the Mekong jungle

MISCELLANEOUS VEHICLE RULES

There are many aspects of vehicles that do not fit nicely into the other sections in this chapter. These rules are listed here below:

- In terms of top speed, multiply a vehicle's MR by 7 and that gives you the speed in km/hr.
- Gears can lift 1 ton of weight, using both hands per Arm on profile before upgrades. This increases by 1 per full 5 unused slots just like MR and melee damage.
- Only fixed wing aircraft have ejection systems. Gears and regular ground vehicles do not have ejection systems.
- Gears and striders have a support AI, this AI converts the pilot's control inputs into more complex motions based on machine learning.
- Ground vehicles are not airtight unless designed for underwater operations or designed for NBC (Nuclear, Biological, Chemical) operations.
- The operational range for most gears, strider and armored vehicles is around 500km. For hover units this range is halved.
- Vehicle heights roughly equate to 1" equals 3.5 meters although there is a lot of variance. Instead of using this number, use the height listed in the description.
- Vehicles from Terra Nova run on fossil fuels and can run on most combustible fuels.
- CEF, Utopia, Eden, and Caprice vehicles run on replaceable power cells.

Baxter recovering a Jaxon

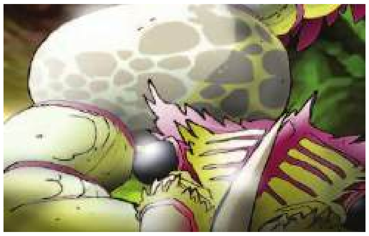


CREATURES

Terra Nova is full of life in various forms. Most are lizards, insects and the occasional aquatic animal. Creature profiles look similar to vehicles. Rules for reading these profiles are below, along with an example profile.

- ▷ Common Name is the typical name used for the creature. The example creature is the Scorpion Serpent.
- ▷ Range is where it is typically found in the world. The Scorpion Serpent is common to the jungles of the south.
- ▷ Temperament indicates how hostile a creature is. This creature is an arthropod and rather disgreeable.
- ▷ Height, Weight, and Description are narrative aspects provided to help better describe the creature.
- ▷ Name is the short name used for the creature in game.
- ▷ TV is the creature's TV, used for encounter balancing.
- ▷ MR is the creature's movement ratings.
- ▷ Toughness is the creature's natural toughness (remember humans are toughness 2).
- ▷ Arm is the armor the creature has. its toughness + Arm will be used for damage calculation.
- ▷ Sys (System Shock) and She (Shell Shock) are the number of total damage results it can take of each type before being killed/fleeing.
- ▷ GU, PI, and EW indicate the TN modifiers it uses when attacking, dodging, or performing other actions.
- ▷ Weapons, Equipment & Traits/Perks are any weapons or special abilities the creature has. Weapons represented as the equivalent weapon for stat purposes is provided, typically they are character level weapons. For listed traits, use the traits listed in the Vehicle Traits section of this chapter.
- ▷ Type is the actor type.
- ▷ HT is the height of its silhouette in Blitz Mode.

Common Name:	Scorpion Serpent
Range:	Southern Jungles
Temperament	Cantankerous Arthropod
Height:	.25 m / .82 ft
Weight:	2 kg / 4.4 lbs
These magnificently colored predators are able to project venom to incapacitate prey, a useful ability utilizied in booby-traps by jungle fighters. Often eaten as a delicacy.	



Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Scorpion Serpent	NA	W:4	1	0	2	3	+1	+1	-	Medium Pistol (Corrosive), Fangs (Light Knife), Brawler: 2	Fauna	.5"

CREATURE RULES

Creatures are treated like another character instead of a vehicle. They have 1 Action Point and count as having a Skill of 2 for awareness, attacking, dodging, and tracking. If the creature must make any type of intelligence related skill, it counts as Skill 1. Creature weapons use the personal weapons rules, not vehicle weapons, unless otherwise specified.

CREATURE TRAITS

Agile

This creature is adept at dodging attacks.

This creature is Favored for rolls to dodge attacks.

Brawler:X

The creature is a scrapper and that makes it harder to attack. Multiple instances of this trait stack.

This weapon (or creature) adds +Xd6 to melee attack rolls with this weapon. If this trait is on a vehicle or creature, it gains +Xd6 to all melee attack and defense rolls. Multiple instances of this rule stack.

Climber

Natural limbs and other advantages allow this creature to climb vertical surfaces.

This creature automatically passes any skill test needed to climb and can climb at its full MR. The creature can climb up to 90 degree surfaces.

Corrosive

These weapons corrode away metal or even flesh, representing acid or deadly white sand.

These weapons automatically do 1 damage to any target hit by them at the end of each round until cleared off of the target (this is an action that anyone can perform). See the damage results in Chapter 3 or more on corrosion.

Precise

The weapon is particularly accurate and able to target specific points and small targets.

This weapon improves its MoS/MoF by 1 when attacking with this weapon in optimal range. Multiple instances of this rule do not stack.

Wings

The creature has wings, allowing it to fly.

This creature can fly over terrain and other actors. The maximum height of this flight is 20 times its MR in meters. The duration of the flight is generally 1 hour before the creature must land and start flying again.

DOMESTIC CREATURES

Some creatures are domestic and can be ridden. Unlike vehicle, they do not require daily maintenance but proper grooming and care is needed which takes 1 hour per day. In addition they need daily food and water otherwise they will weaken after 2 days, reducing all stats to -1. After 4 days without water they will die or 2 weeks without food.

To ride these creatures a proper saddle is needed, and this can be aquired readily at any facility that has the ridden creature available. Control of the animal is through verbal and touch commands, typically with the rider's legs. The rider needs at least 1 hand in contact with the creature at all times to control it without issue. If the rider has no hands in contact with the creature, a skill test (Athletics) is needed to stay on top otherwsie the rider will fall off. The free hand can be used to carry weapons which are fired one handed.

Animals cannot be healed during encounters and are treated like human characters for treatment and care.

Animals do not count as vehicles for rules purposes. If they are aquired via PL using a faction's vehicle list they will count as vehicles for archetype purposes and cannot be customized.

In combat, a ridden creature and handler is treated the same as a crew 2 vehicle. The animal gets to perform actions and move while the rider can attack and give directions. Animals are not particularly intelligent so cannot perform complex commands above that of a trained horse or other ridden animal in human history.

VEHICLES & CREATURES 13

GEAR DIVISION

“Ridiculous.” Sergeant Irallo leaned back in his office chair, gesturing to his databank screen at the latest arrest reports and crime statistics. “This is the second season this cycle. Twenty-two new armed robberies. How am I supposed to do anything about this? We’re already down two officers.”

“Make do. Like everyone else in the Protectorate.” Captain DeLeon stood, straightening his uniform. The captain had seen enough from the numbers on Irallo’s screen and circled back to the office door at a quick pace. He had work to do, and he wasn’t entertaining any more of Irallo Hector’s gripes. At least this time he had brought statistics to his fight.

“How can you see these numbers and just tell me to make do?” Irallo rubbed at his temples as he leaned back in the precinct’s office chair, his hair already starting to go gray at an early age. DeLeon paused, turning to look at the beleaguered sergeant, and gave a sigh. He had to give the veteran patrolman something, some hope to cling to. It was only right.

“Look… Sergeant.” DeLeon couldn’t keep his own exhaustion out of his voice. “We’re all dealing with this. Every precinct in the WFP, even the marshals out in the prairie. Refugees filter in from the UMF every day. Refugees mean poverty. Poverty means desperation.”

“Desperation means crime. I get it.”

“You get it…?” DeLeon raised an eyebrow at the sergeant’s exasperated tone.

“I get it, Captain.” The sergeant remained seated, though his eyes lost their weariness and took a hard edge, “The Heavy Gear division lost two good pilots yesterday responding to another armed robbery. One dead. Sanchez may never walk again. The subjects were using heavy kit, Cap. We have more intel suggesting some of these refugees are bringing this scrap with them. If they need it to survive in the UMF, to scrape a living and eat with how broken the ‘suits’ got at the hands of the Earthers, where does that leave us? Quien sabe? They’re bringing that hardware with them. Here! Even MP gears aren’t enough for us now.”

“It’s not for us to fix.” DeLeon looked the man up and down, eyes hovering over his prior military service awards and wound badge. “That’s up to the Council. We must make do… we’re all struggling. Prophet knows, I’m trying. Getting you two replacements is the next thing on my desk.”

“Swear it.” There was a long pause as the two made eye contact. Irallo held his gaze there, as if imagining a hot coal boring into the captain’s forehead. DeLeon said nothing. Seconds passed.

“I saw her body, you know?” Sergeant Irallo never broke eye contact. “I should have been there at the raid. I should have gone.” There was another pause between the two men.

“You showed up after, si? Weren’t you tracking those missing Northco weapons from the UMF border?”

“After, and too late.” Irallo glanced down at the captain’s chest, to his medals. Awards, commendations… and no prior service ribbon or patrol commendations. “Do you know what a high-velocity autocannon round does inside a Cheetah’s cockpit? Do you know what it does to the pilot?”

“No.”

Alarms blared in the precinct as a flashing icon appeared from the trideo display on Sergeant Irallo’s desk. The sergeant pressed the icon, and a file and image appeared.

“Perfect timing, Cap.” There was disgust mixed with dry humor in Irallo’s voice. “Robbery in progress, two civilians confirmed wounded. Subjects are armed and dangerous.” He read off the briefing even as personnel were scrambling outside his office. “And look at that, they have Hunters. Orale. Want to see for yourself?”

“No.” The Captain gritted teeth as Irallo Hector stood and retrieved his helmet from beneath his desk.

“Pity.” He couldn’t keep the disgust out of his voice as he gave one last look to the picture of Valeria on his desk. She was happy, smiling at him from the cockpit of her Cheetah MP. It was spoiled by how he found her in that same cockpit yesterday. Irallo stood and roughly pushed past DeLeon, strapping his helmet on and activating his comm-bead to speak with dispatch. “Gloria, prep my Jag. I’m going out.”

PLAYERS GUIDE

This section aims to help players with their experience playing Heavy Gear.

SUMMARY CHARACTER CREATION

SELECT LIFE PATH:

Write a one sentence summary of how the character grew up. This might be as simple as "rich kid" or as complex as "pushed from family to family by the tides of war." Keep it short and to the point. Later, you will get to pick a trait based on this concept.

CHOOSE NATIONAL ORIGIN:

NORTHERN

- ▷ Northern Lights Confederacy - Proud traditionalists motivated by the Revisionist faith. Norlight characters are familiar with Melee, Institutions, or Social Science.
- ▷ United Mercantile Federation - Citizens of a high-tech corporate dominated state. Federation characters are familiar with Business, Showmanship, or Tactics.
- ▷ Western Frontier Protectorate - Militarized family clans from a rugged countryside. Protectorate characters are familiar with Business, Showmanship, or Tactics.

SOUTHERN

- ▷ Southern Republic - Honor focused and socially liberal denizens of a imperialist state. Southern Republic characters are familiar with Culture, Investigation, or Institutions.
- ▷ Mekong Dominion - Inwardly focused citizens of a nation run by corporations. Mekong characters are familiar with Business, Awareness, or Influence.
- ▷ Humanist Alliance - A shattered nation still trying to maintain a science based realization of a society built on Plato's republic. Humanist Alliance characters are familiar with Social Science, Medicine, or Hard Science.
- ▷ Eastern Sun Emirates - Feudal society of Emirs resting atop a subjugated population in a constant state of social unrest. Emierates characters are familiar with Showmanship, Athletics, or Institutions.

PEACE RIVER

- ▷ Peace River - A militarized megacity built around a massive corporate arms company. Peace River characters are familiar with Institutions, Business, or Influence.

NUCOAL

- ▷ Port Arthur - Abandoned human soldiers and GREL from Earth's first invasion that have made a home of Terra Nova. Port Arthur characters are familiar with Mechanics, Tactics, or Electronics.

UNAFFILIATED

- ▷ Badlanders - Hardscrabble farmers, rough caravaners, or shifty tribes folks who make the inhospitable deserts of the equator their home. Badlander characters are familiar with Survival, Craft, or Awareness.

INVADERS

- ▷ Colonial Expeditionary Forces - Military force seeking to reclaim habitable territory for the population of the doomed Earth. Earth characters are familiar with Influence, Electronics, or Tactics.
- ▷ Caprice - Capitalist, libertarian citizens of a gritty kilometer high megacity of millions. Caprice characters are familiar with Business, Electronics, or Electronic Warfare.
- ▷ Utopia - Underground dwellers of an irradiated wasteland built on high-tech drones. Utopia characters are familiar with Electronics, Mechanics, or Survival.
- ▷ Eden - Semi-Feudal society with two distinct social groups that must rely on each other. Eden characters are familiar with Pilot, Institutions, or Melee.

CHOOSE TRAITS:

CREATE ONE EACH OF:

- ▷ Aptitude (almost always an advantage)
- ▷ Quirk (sometimes a help, sometimes a hindrance)
- ▷ Adversity (almost always a disadvantage)
- ▷ Then choose a 4th Trait based on your Lifepath. This last one can be your choice of an Aptitude, Quirk, or Adversity (remember Challenges from Quirks and Adversities help you gain XP).

RANK AND ARCHETYPE:

Select an Archetype and get your Rank.

SPEND POINTS ON SKILLS:

The Director will determine what level characters start at. The levels are:

- ▶ Rookie: 11 points
- ▶ Qualified: 17 points (This is the default)
- ▶ Veteran: 23 points
- ▶ Elite: 29 points
- ▶ Legendary: 35 points

- ▷ Skills cost 1 point per level.
- ▷ You cannot have more higher level Skills than lower level.
- ▷ Apply Skill Familiarity.

SKILL DOMAIN LIST:

- ▷ Athletics, Awareness, Business, Craft, Culture, Electronic Warfare, Electronics, Gunnery, Hard Science, Institutions, Investigation, Mechanics, Medicine, Melee, Persuasion, Pilot, Showmanship, Social Science, Survival, Tactics

SKILL CREATION PROCESS:

- ▷ Select a Domain.
- ▷ Name the skill.
- ▷ If necessary, discuss with the Director when it would and would not be used.
- ▷ Example: Athletics: Brawling, Mechanics: Battlefield Repair, Influence: Fast-Talk

Remember that buying multiple different skills in the same Domain will grant a domain expertise bonus (see **Chapter 7** for more).

SELECT ATTRIBUTES:

- ▷ Select up to 3 points of perks balanced by up to 3 points of flaws. Each level costs one point.

These are optional for all characters and you do not need to pick any.

See the perks and flaws list on in **Chapter 8**.

CREATE CONTACTS AND MOTIVATION:

- ▷ Create one contact based on your life path and one based on your national origin.

CREATE A ONE SENTENCE MOTIVATION FOR YOUR CHARACTER:

- ▷ Describe your character's motivation or goal of their travels.

SELECT EQUIPMENT:

- ▷ Use your archetype's starting equipment.
- ▷ Choose starting equipment that matches your priority level.
- ▷ Use modifications to increase the effectiveness in return for flaws in the equipment.
- ▷ Do the same for weapons.
- ▷ Choose a starting vehicle or use one suggested by the Director.

CHARACTER CREATION

Character creation is the hardest part of getting into any RPG adventure. Many of the decisions you make will stick with you for the whole game, and in an open system like this that can lead to serious concerns about "doing it wrong". Let's look at each part of character creation and offer some pointers.

Before we do, it is critical to realize that you need to know your team sponsor *before* beginning this process. That requires Session 0 or some pregame discussion with the other players and Director. If this is not set, then the best thing you can do is pick traits before session 0.

First is life path, which is your character's life story. You do not need a novel; this can be as simple as a quick statement or it can be a page long summary. The purpose of this is to give the Director something to work with for your own character's plotline(s). it will also grant a Trait and Familiar Skill.

Next is national origin. What team you choose will dictate which option is acceptable. You will get a familiar skill from this.

Traits are the first round of major decisions you must make. You get to pick a total of four, you must have one of each type, and one must tie into your life path directly. Generally these are personality or mental aspects of the character. Aptitudes are almost always good, and in game will only be used for a positive effect on dice rolls. Quirks are both good and bad and can be used for either positive or negative effects, while adversities are almost always bad and will be used for negative effects on dice. You want to ensure you choose things that can affect a variety of situations, particularly with the quirks and adversities since using those is how you gain XP. To assist in picking them, we have compiled a list of them that can be found in Appendix 1. Regardless of what you pick, write down a quick one or two sentence summary for you and the Director. Feel free to make up new ones but keep in mind that they are all usually personality traits. Physical traits are in the perks section below.

Traits require a bit of extra attention, since each one can only be used once per session. However, if you use one as a challenge (in a negative way) you may refresh a single used trait including the one you just used. In practice, this limits the abilty of the character to constantly use traits to their advantage without incurring a similar level of penalty. Always ensure you have a quirk or adversity left to use. If you only have an aptitude, you cannot refresh any other traits and will be without a way to gain XP until the end of session or possibly an intermission.

You will now select an archetype. Archetypes are essentially classes that will heavily influence your character and their role in the team. It is not necessary to make sure the team has at least one of each archetype.

Selecting skills is much easier once you have an Archetype since those suggest skills to focus on. You get a decent number of skill points and will have some left over for customization. We offer a list of example skills in **Chapter 7**, but it is not exhaustive; players may work with the Director to create new skills. If you do make up a skill, you need to select a domain which will reflect what the skill will help you do. Then you select a specialization that is what aspect of that action you are doing. For example, if you want to create a skill for Archery, there are two domains that can fit; Athletics and Gunnery. Gunnery is straightforward and will be the skill helping you shoot things, in this case a bow. Athletics is more the physical training that it takes to perform archery, including things like upper arm strength and a steady hand. Athletics Archery and Gunnery Archery would be different skills, and you might not need both.

Perks and Flaws are best chosen to compliment a certain play style. They offer mechanical benefits and it is just a matter of picking the ones you want. Remember they are optional, so you do not have to pick any.

Contacts and motivation are just more elements for the Director to pull from.

Equipment is the last major item and again consult the archetype you chose. You will want some body armor, a weapon, and any specialist tools for making repairs etc. You want to take gear that affects your desired mode of play. Grab a scope for the rifle or a dataglove for your repairs. You should always have a military smart device.

WHAT CAN I DO?

The main way you will advance the game is by performing actions that require a skill test. A skill test will not be called for if there is no chance of failure with consequences, or if there is no reward for doing it well. For example, trying to pick a lock in the comfort and security of a safe house usually does not need a roll. Conversely, repairing a gear in said safehouse may involve a roll since a high roll may allow more damage to be repaired in the same time frame.

If you want to do something, describe the action to the Director. If you see some figures on the horizon and want a closer look, tell the Director and they will call for any appropriate rolls or they will tell you what you see if there are no stakes to the roll.

When the Director calls for a skill test, you must lobby for what skill you will be using. There are no hard and fast rules on exactly what skill tests need exactly what skills. For example, if you are trying to pry information out of someone you may have several ways of doing that.

You could say you are going to use interrogation techniques with your Influence (Interrogation) skill or Investigation (Police Investigation). Instead, you may try to get that information by intimidating them with Influence (Intimidation) or even an Athletics (Weightlifter). It is all in how you describe what you are doing to the Director. In this example, Athletics (Weightlifter) might incur a penalty since it is not an ideal fit. However, proper role playing should still allow you to try.

The key here is to describe the action, and what are you doing or trying to do. A typical phrasing for the above example would be:

“Ross uses his ability to intimidate the bandit to try and pry the location of their base.”

Or

“Davis recalls his experience as a police investigator to question the bandit.”

Or

“Leah uses her training in interrogation techniques from the Southern Republic to pry the information from the bandit.”

This can be added on to by bringing in your traits. For example:

“Leah uses her training in interrogation techniques from the Southern Republic to try and pry the information from the bandit. She will use her Callous quirk to impress upon the bandit that she has done this before and will show no hesitation.”

Now you can also just role play out that conversation, the Director is allowed to give you results based on interrogating the bandit instead of a simple roll.

NEVER use your last quirk or adversity without refreshing a quirk or adversity.

You can also use skills to perform complex actions that you may not know how to do in the real world. If you are trying to set up an ambush but do not know what makes an effective one, you can lobby for a skill check on that. Typically, this is where the Tactics domain comes in.

HOW DO THE DICE BEHAVE?

Heavy Gear's dice system makes it hard to estimate what your expected result is on a certain number of dice. A table of averages is presented below that tabulates the number of dice with final TN and tells the expected average.

		Number of Dice				
		2	3	4	5	6
TN	2+	5.16	6.46	7.58	8.6	9.56
	3+	4.92	5.99	6.92	7.77	8.56
	4+	4.72	5.58	6.31	6.96	7.58
	5+	4.58	5.24	5.78	6.23	6.65
	6+	4.5	5.04	5.39	5.67	5.9

A few notes though for some quick estimation.

First is the dice system having a somewhat normal distribution. That means the further off average you need, the odds of rolling that drop off dramatically as you go higher than average. As you go down you get disproportionately more likely to roll that number or better. If you compare this to a d20 system, the difference between rolling a 10 and an 11 is 5% as is the difference in chances between rolling a 12 and 13. In a system with a normal distribution, those chances are *not* the same with the jump from 12 to 13 having a far larger difference in the chance to roll the higher number.

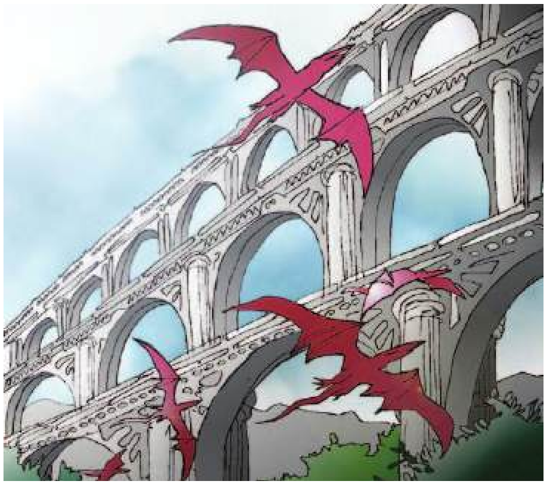
Second is that more dice not only ups your chance of success but also the potential MoS. The highest you can get is 5 + the number of dice you roll. Rolling 6 dice? Highest you can get is an 11. Roll 5 and the highest is only a 10. This means it is possible for characters to be literally unable to meet the difficulty of a roll. There is no such thing as a critical hit or critical failure.

Third is modifiers. The best modifier of all is +1 to the total result. It is basically as if 1d6 always meets the threshold of the roll. Reliable/Unreliable has the biggest effect after that. Next is more dice, with the same potential effect as +1 result but with a chance to fail. The weakest dice modifier is the TN. Note that for TN modifiers the effect varies. Jumping from 5+ to 6+ is not as big of a bonus as 4+ to 3+ at 2d6, for example.

Last is that the effect of each bump in TN or number of dice rolled can have differing impacts. This is hard to estimate, but there are points of diminishing returns. In general easy things are very easy and hard things are very hard due to how Difficulty affects TN.

HOW DO I GET BETTER STUFF?

What equipment your character has is dictated by three things during an adventure. First is location and context. If you are nowhere near a friendly base, you will have difficulty in selecting new gears or vehicles. Most civilian locations can provide basic gears like construction gears and the occasional civilian model of a combat gear, but your sponsor has a better selection. Additionally, upgrades and modifications require access to a place with those items as well as sufficient facilities to make those modifications. If you want the best and most reliable access, do not stray too far from a supply base.



The second thing that dictates your equipment access is the team's advancement. Team advancement will take the form of PL increases throughout the adventure. As you increase in PL, you can access bigger and better things when at bases for your team's sponsor. Do not expect to get to PL 5 in a single adventure but an increase in PL is a common reward for finishing an adventure. PL can also be increased in preparation for a major battle or for completing quests. The level of events needed to increase the Team's PL increases with PL. Jumping from PL 1 to 2 is not hard while going from 4 to 5 might require several significant accomplishments. An additional note on PL: just because you can have something does not mean you always can get it. A frontier outpost just may not have any on hand they can spare.

The third way to gain new items is by acquiring them in game. It is possible to steal, trade, salvage etc. weapons, machines, clothing and so on during the adventure. The availability of this is up to the Director and the Team's actions during the adventure. You are more likely to be able to salvage opposing gears for example if you disable them with leg damage and avoid cockpit damage. When doing this, it is important to describe what your character is trying to do when making skill tests. That will better inform the Director as to what kinds of effects are appropriate depending on the final rolls.

As a general rule, do not expect to get more than one cool thing per session at most.

WHAT KINDS OF THINGS DO I KNOW?

Defining what a character knows is somewhat hard, in general it is best to assume your character knows anything directly told to them or that an average person would know with their history or that they have a skill in. A street brat probably cannot identify Mozart but may be able to identify gang signs in their hometown. When it comes to equipment and gears, it is also safe to assume a character is familiar with things at the team's PL and at least passingly familiar with the rest. Things that are from other factions than their own may be more difficult. It is not likely every soldier can tell you the operational range of the Southern Republic's top secret gear designs.

Your character will know their general history and detailed history about their nation of origin.

Also, any given character is familiar with any organizations they belong to as well as their home country and region.

If you must encounter a specific situation, like how a bank works, then assume it works like one in the world today. Specifically, a similar location in your home country if you are familiar with that.

BIOLOGICAL NEEDS

Characters in Heavy Gear are human regardless of whether or not they are baseline human, GREL or sometihg else. As such they need to eat and sleep on some time of regular schedule to maintain peak performance. Typical humans on Terra Nova eat 4 meals a day and sleep for around 10-12 hours due to Terra Nova's 36 hour days. This roughly equates to two smaller 18 hour segments. In extreme circumstances, however, this can quickly go out the window.

As a general rule, 1 standard meal is enough to maintain a character at peak performance for 1/2 day and they need at least 5 hours of resting time during that period. A character who experiences a normal day of food and rest can go another day without either. As such you should expect to make narrative time for food every 18 hours and rest for at least 10 hours every 36 hours (this can be broken up). This is not quite realistic and the Director may make changes as they see fit.

SKILL TESTS AND LIMITS OF THE SYSTEM

Heavy Gear is a system that pushes roleplaying and narrative to the front. As such, many systems in this rule book involve Director discretion and player roleplay which can lead to some disturbing situations. These may or may not be desirable based on your group. Below are some of the limitations and 'rules of thumb' that, as game designers, we built the system around. Your Director can of course ignore this section but it does offer a 'baseline' experience that players can use to figure out what to expect. This should be discussed before play begins.

First, when determining what you want to do in a skill test, you should apply the following in order.

▷ 1. Does your character have a skill within the appropriate domain? If so, you should use that skill. For example if a character is dressing a wound a Medicine domain skill would be most appropriate.

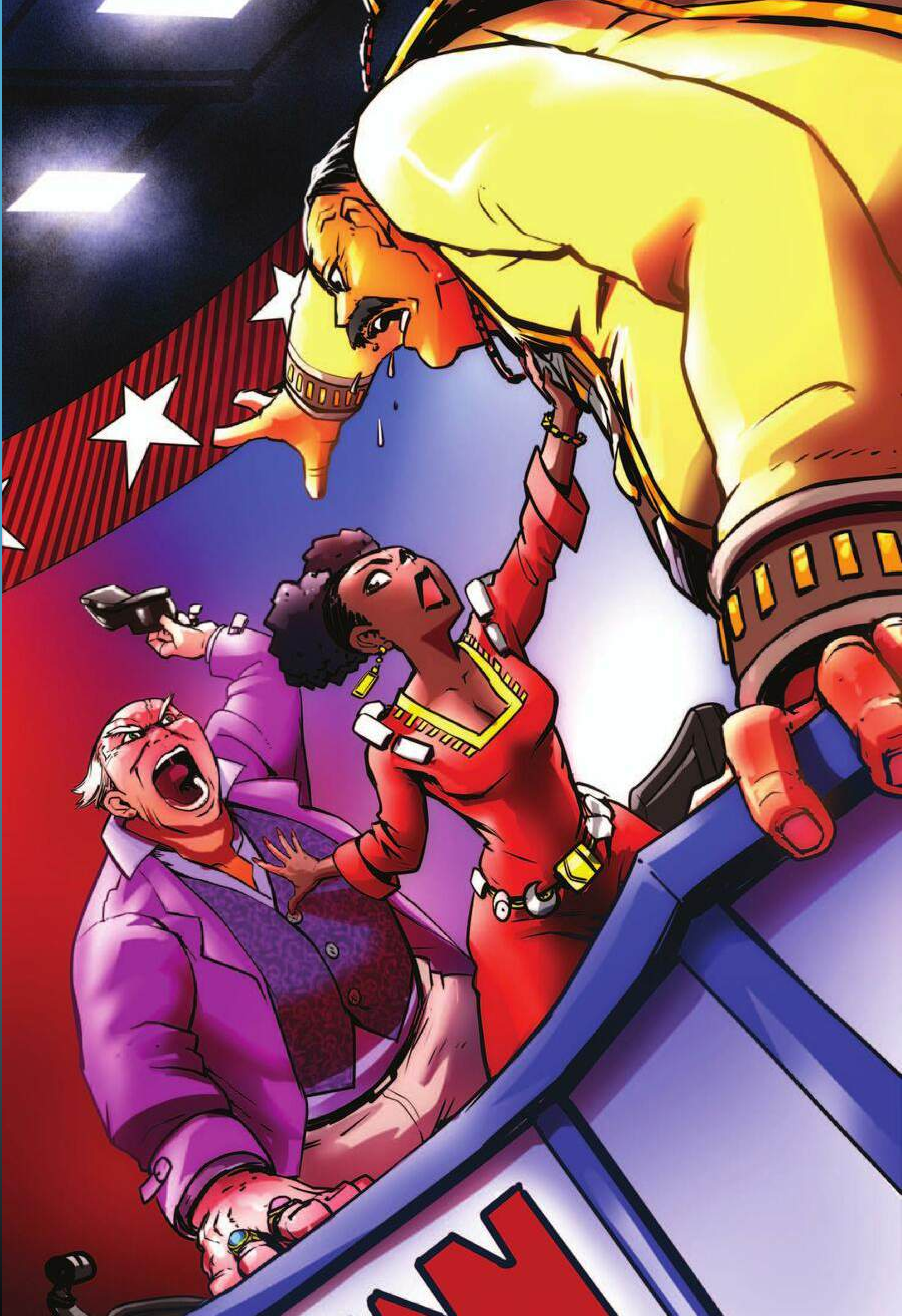
▷ 2. If your character does have a skill in the relevant domain, you can expect up to no more than a -2d6 penalty based on how close it is to exactly what is needed. In the previous example, the ideal skill would be Medicine for First Aid or Medicine for ER Doctors. Something in the vein of emergency medicine is what would be best to suffer no penalty. A skill for Brain Surgery would be an example of a case for a -1d6 penalty. Surgeons work on humans, have to stitch up the surgical site and must be prepared for potential complications. A Medicine skill for veterinary medicine would be an example of a -2d6 penalty. A vet is trained to treat injuries like this, just on nonhuman creatures. If your character has a Medicine skill for Physical Therapy, that would not be applicable at all and is unusable.

▷ 3. If your character lacks a skill in the appropriate domain, the minimum penalty will be -2d6. A truly extreme case could justify a -3d6. In the dressing example, lobbying to use the Athletics skill from your character's time as a pit fighter includes basic first aid of puncture wounds as part of that is reasonable. This would be a suitable case for a -2d6 penalty since that probably is realistic. Many athletes are familiar with basic first aid of their sport but it is not their primary job. Conversely, arguing your character's Showmanship skill for being a B list film star should apply since they played a doctor on an ER show would at best be a -3d6 penalty although being outright rejected is possible. That is the line where the Director and players need to be on the same page. If this would be allowed then the Showmanship skill would be at -3d6.

TONE AND CONTENT WARNING

Role playing games work best when everyone is on the same page, since many people use them as an escape from the real world. Heavy Gear is a somewhat realistic game with a setting of war, conflict, and as such often shows the worst of humanity. Dark and terrible things can and will happen to good people, and the players may be responsible. That said, it is critical to have a discussion with the other players and Director about what kinds of things are and are not within acceptable limits. Few things can ruin a session faster than a player doing an incredibly dark thing or an absurdly goofy thing when that is not within the scope of what everyone is expecting. Have the discussion about this and figure out what topics and actions are not within the comfort limits of the other players. Do not judge or comment, just listen and be considerate. We have all experienced or heard of players performing random acts of extreme cruelty, deliberately bringing up uncomfortable topics, or trying to get in bed with literally everyone and everything they see, all to the horror of the other players and GM.

Do not be that person.



TECHNICAL DIFFICULTIES

“Welcome to the Republican News Network. I am your host, Faraquin L’Salle, and this is the place where facts meet purpose!” the peppy, dark-skinned woman acting as the anchor of the largest southern news network chirped with a smile. “On tonight’s OpEd: Black Talons silent? We bring in experts from around Terranova to weight in regarding the silence from what are supposed to be the planet’s defen-”

“Defenders? Mon dieu, no!” The camera cut to a balding gentleman with a crooked nose, late in his cycles, as he jabbed sausage-like finger like a knife at the news anchor. “Where are they, hm? The Westphalia Cabinet has always been a tool of the North, promising mountains and delivering molehills.”

“Prophet wept,” a gravelly voice sounded from the olive-skinned man on the anchor’s other side, who was proudly wearing his prayer shawl that marked him as a Redemptionist cleric of the northern church. “Can you not see it? Billions in funding from both leagues have gone to this shadow government, the Westphalia Cabinet. Great unifiers, some say. And yet here you are, spitting insults like a serpent.”

“A proud falcon, screaming for justice!” The balding Southerner thumbed his chest, puffing out in an obvious threat display.

“Gentlemen, please.” Faraquin spun in her chair, cameras hovering closer like flies searching for meat. “These reports are spurious. How do you address the recent claims by Estates General Speaker Arianne Boucher regarding the sightings of Talon teams in the Okavango Swamps? Let’s start with you, Minister Aran.”

“Rumors, nothing more.” The gravelly-voiced northerner sat back in his chair, satisfied to be called on first. “The Prophet has blessed us with fortune, and how is it spent? In Westphalia, funding this misadventure. Despite their stated purpose, our defenders are nowhere to be seen.”

“Because they are Northern puppets.” L’Salle turned towards the southern man as he spoke, a frown on her dark face.

“That is a bold claim, Mister Durchet. Can you support this with evidence?”

“I can, and I will.” The man was half-standing out of his seat, “The proud republic in ruins, half our glorious homeland a nesting ground for purple-skinned scum and colonial slaves, there is your evidence! Even worse, we have all heard the rumors of jungle Hoppers turning frothing mad at the slightest provocation. It is clear to me that dark funds from the Westphalia Cabinet have been mov- ”

“What in the Prophet’s name?” Minister Aran spoke, his eyes wide in shock.

“Do not pretend you do not know! Webbled Hoppers were released in our jungles by you Norlights decades ago, and clearly such clandestine activities are the work of your church agents!” Durchet sat back down in his chair after interrupting, pleased that he had defeated his Northern opponent.

“The only thing clear about Hoppers is the fact that you’re hopping insane.” The minister laughed. A dress shoe, roughly men’s size nine, hurtled across the screen and struck the northern minister in the jaw. Cameras jolted and spun, following the movements of the guests as they became a flurry of hatred and violence when the northern minister tried to heft his sizable bulk over his desk. He was intercepted by his host, L’Salle attempting to keep his massive girth in check by extending an arm to stop both parties. She was answered by a second shoe from Durchet, striking her stomach with little effect.

“Why you pissy little Barnaby turd!” The peppy tone in her voice was gone as the news anchor threw a fist, catching the southern spokesperson in the nose, who hurtled back trailing blood. The screen went blank. A new newsperson, this time a Mekongese man, spoke in a monotone voice.

“We apologize for the technical difficulties; we will return to this special segment soon. Next-” The trideo screen was cut off, the swarthy man watching his screen no longer able to take the bloodshed and violence in front of him. The man gave a sigh, running a hand through thinning hair as he turned to the suited man in his office.

“Do you see this?” he asked his producer, gesturing back to the blank screen where his news anchor had just been. “This is why we cannot have nice things.”

01
02
NCS-034
RELENTLESS

DIRECTORS GUIDE

This section aims to assist Directors in running games of Heavy Gear. Before reading this section, read the Player's Guide.

ADVENTURE CREATION

Setting up an adventure is one of the hardest aspects of being the Director. To assist, we offer the following advice.

The first of aspect of an adventure is the story. A good story will not only make the game more fun but also give you a lot of guidance on certain other aspects of the setup. Stories generally follow a three-act structure. Act One is the inciting incident. The team is set up, and the general conflict and players are established. Another key is the stakes. What happens if the main antagonist succeeds? You will also want to establish the main antagonist's motivation; villains are much more fun if they have legitimate reasons for what they do. All the better if it is something the characters can understand at a personal level. Many great villains have reasonable and relatable motivations but their actions in furtherance of those motivations are despicable and build up the conflict. Ultimately the point is to set the table so to speak. Lay out what needs to happen, why and give the players a reason to do it.

A note before we go further. We find it best to set up "scenes'' that serve as encounters for the players and help you decide how far the players have progressed. These can be battles, social encounters, or other things like navigation hazards. Each one should ideally, fall into one of two categories. Filler scenes are there to make the world feel more alive. In a video game these would be the random battles or gameplay sections that bridge the main cutscenes and story events. Even while saving the world, sometimes the gear breaks down, feral dawgs attack, or someone gets food poisoning at the Weird But Tasty. While these do not advance the story, they help immerse the players in the world and make it feel more alive. These can even lead off to side quests and other adventures. In contrast to these filler scenes are the dramatic scenes. These are like cutscenes or boss battles in a video game. They can serve a variety of roles, early on they should generally up the stakes or show off the bad guy doing bad things.

Act two is called the rising action. The story builds to a crescendo as the characters and stakes are fleshed out and our heroes take their steps toward defeating the bad guy. The main point here is to first build on the Act One events and usually feature some kind of plot twist like a betrayal, death of a key character, or arrival of a third party. In the middle or back third of this act is the midpoint. A major point of the drama that sees the heroes' goals set back and/or the villains advanced in some way. This often has to do with the plot twist reveal. The latter part of this is the recovery phase where the heroes, bruised and bloodied by their setback, must perform damage control and regroup. Thus fortified they march toward the climax, the high point of drama. This typically marks the end of the second act.

Act Three is the climax. All the buildup, characters, stakes, and drama pay off here. The heroes rally and take the fight to the villain, culminating (ideally) in the villain's downfall. Ideally, if done well, the players will feel personally invested in defeating the villain. It was the villain that did all the terrible things, it was the villain who caused the midpoint event, and now they must answer for it. The climax ends with the resolution of the main conflict between the villain and the players. This can be social, combat or other methods.

The final part of the story is the closing where loose story threads are wrapped up, the heroes earn their reward, and the world is in some way changed by their actions.

This setup is a bit generic but it;s generic for a good reason. It allows you to setup twists and turns that will take your players on a ride. A few closing thoughts: the villain is best if the villain is doing something. The mustache twirling foe who never actually does anything is boring and unthreatening. The characters that inhabit the region you are in deserve some attention, and feel free to make stuff up. Do not hesitate to modify anything on the fly.

If you need some guidance, watch a movie, or read a book and try and apply this structure to it. You may even hit upon some plot elements for your own story. Lastly, part of Session 0 allows the players (you included) to select a mission for the group. This can give you a good starting point for your own story.

There are a few other aspects to consider. First off, are there any pieces of equipment you do not want your players to use? Aircraft and VTOLs, for example, can break a lot of scenes and need lots of narrative support. Do you want all the characters to be of the same nationality? Any other restrictions? Make these known in advance to the players. Second is the impact. Older publications use the chess piece system to help identify key characters, and its good to use that and assign your own. Pawns and Rooks can be removed with no penalty, while killing or dramatically changing a Bishop or Queen has far reaching consequences. Do not take this to mean that we are telling you to not use them- quite the opposite. Just understand you may need to do more work the higher up the chain your go. You can still create dramatic and major conflicts without touching established lore. Look at the book Battle Before The Storm (DP9-035), which ties into the first Heavy Gear video game. It tells a story that is self-contained, yet still feels very important and impactful.

Leonard HARRISON

QUICK REFERENCE CHARTS

This section includes quick chart to randomize damage results for characters and vehicles. To quickly randomize the damage results, each table has been setup with 6 results. SImply roll a d6 for the row to be used and compare to the column of actual damaged sustained. If a result calls for crew damage, roll a d6, on a 1-4 it is placed on the vehicle. If you don't do this, crew die really fast.

DAMAGE RESULT TABLES

Vehicle Damage Chart

1 Damage	2 Damage	3 Damage	4 Damage	5 Damage
1 Vehicle	2 Vehicle	3 Vehicle	4 Vehicle	5 Vehicle
1 Crew	2 Crew	3 Crew	4 Crew	5 Crew
1 Vehicle	1 Vehicle 1 Crew	2 Vehicle 1 Crew	3 Vehicle 1 Crew	4 Vehicle 1 Crew
1 Crew	2 Vehicle	2 Crew 1 Vehicle	3 Crew 1 Vehicle	4 Crew 1 Vehicle
1 Vehicle	2 Crew	2 Vehicle 1 Crew	2 Vehicle 2 Crew	3 Vehicle 2 Crew
1 Crew	1 Vehicle 1 Crew	2 Crew 1 Vehicle	2 Vehicle 2 Crew	3 Crew 2 Vehicle

Character Damage Chart

1 Damage	2 Damage	3 Damage	4 Damage	5 Damage
1 Shell	2 Shell	3 Shell	4 Shell	5 Shell
1 System	2 System	3 System	4 System	5 System
1 Shell	1 Shell 1 System	2 Shell 1 System	3 Shell 1 System	4 Shell 1 System
1 System	2 Shell	2 System 1 Shell	3 System 1 Shell	4 System 1 Shell
1 Shell	2 System	2 Shell 1 System	2 Shell 2 System	3 Shell 2 System
1 System	1 Shell 1 System	2 System 1 Shell	2 Shell 2 System	3 System 2 Shell

NPCS

Non-Player Characters (NPCs) are a common occurrence in any role-playing game. They are the people and entities that flesh out the world. The players will interact with them in various ways. For major NPCs, we recommend following the normal character creation process. While not all the information may be useful in the end, things like lifepath and contacts will likely help flesh out the character for more detailed interactions.

If you need to make up a minor character like a guard or a thief, you usually only need a skills list. The rank of each skill should be set by the level of the NPC. Experianced NPCs should have a 3 in their two most relevant skills. Veteran NPCs should have a 4 in their most relevant skills and Elite NPCs 5. Secondary skills are 1-2 levels below that if they are relevant to their job.

> *Example: A gear pilot's main skills are Gunnery (Heavy Gear) and Piloting (Heavy Gear). If they are an experianced pilot they should have a 3 in those skills and a 2 in mostthings related to their job such as gear maintenance. For a veteran pilot these skills would be 4 and 3.*

Minor NPCs should not get domain expertise or rank bonuses but major NPCs may benefit from them. Note that this means major NPCs will end up more powerful than equivalent player characters.

SKILL ROLLS AND PENALTIES

When you call for a skill roll, listen to what the player is describing to you and what skill they plan to use. If it is a stretch, you can still let them do it at a penalty (up to -3d6 with an equal TP). Generally, they need a skill from a domain that relates to what they want to do. If they want to persuade someone, a Gunnery skill will do much less than an Influence skill. it is not that a Gunnery skill cannot be used, it is that it requires more justification and role playing to use. You do not have to let your players do anything with any skill, however.

One way you can limit them is with penalties. In general, penalty dice are used if the skill the player is using is degraded by some contextual problem, or if the skill is just not as close to the task as it could be.

For example, if a player with Showmanship (Actor) tries to bandage a wound because "they totally played an ER doc on a medical drama" that's fine, but it is a good case for penalty dice. They are not a trained doctor, but they probably got some pointers from a real doctor who was a show consultant. This is a significant deviation from an ideal skill, though, so a -2d6 or even -3d6 penalty would be appropriate. Note that they would not get Domain Expertise since it is so out of that Domain's uses. If they instead said that their Survival (Badlands) experience helps them deal with injuries in the field, that is likely much closer and may only impose a -1d6 penalty. An ideal skill here would be a Medicine skill related to treating wounds, like Medicine (Paramedic) or Medicine (ER Doctor).

You can also adjust the difficulty of a test, but this is usually done based on the difficulty of the action instead of the relevance of skill of the player. In the above example, if the wound is a non-life-threatening injury then, the default difficulty of 5. If it is a minor cut that just needs a few stitches, then drop it to a 4 or even a 3 is fine. Upping it to a 9 if the person has a sucking chest wound is also fine (for the game at least - that person is probably in deep trouble).

When it comes to traits and skills being used, be generous if the player can justify it from a role-playing perspective. do not hesitate to impose penalties, though.

The MoS of the final roll should dictate the degree of success with a 'fail forward' mentality for the MoS less than 0 (within reason). Generally, MoS 0 is a success but with a small, hard to avoid side effect. You also do not have to award unreasonable successes or failures for high/low MoS rolls. You do not have to apply any effect at all if it will ruin the storytelling or cause other issues. Sometimes a shot misses and hits nothing. Do not go overboard. Let's consider picking a lock as an example.

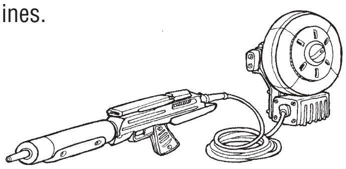
- MoF 4or higher: The lock pick attempt fails, and the guards are alerted.
- MoF 2 to 3: The lock is opened but the guards are alerted, and the guards happen to be close by .
- MoF 1: The lock is picked but significant noise is made, which alerts the guard.
- MoS 0: The lock is picked but it makes some noise, and the guard is possibly alerted.
- MoS 1 to 2: The lock is picked with no noise.
- MoS 3 to 4: The lock is picked and the user sneaks through the open door.
- MoS 5 and beyond: The lock is picked, and nobody notices, the players can all sneak through the door without risk.

This applies to all rolls. A high roll does NOT mean a shopkeeper has to just give a player whatever they want, or that they can just instantly kill the main villain. At the same time, if the players roll a significant failure doing some trivial task it does not have to cause serious injury or death. As a quick rule of thumb, MoS -1 to 1 is a success with a mild positive effect or downside at worst. MoS 2 to 4 (or -2 to -4) usually has a noticeable downside or bonus. Past MoS 5 or -5, the result is almost certainly a significant success (or failure for a negative MoS). Do not feel obligated to plan out each possible MoS. A couple of general ranges are good.

It is okay to allow the players to roleplay out things you may think require dice rolls. Perhaps they are talking to a village elder and raise genuinely good points the elder agrees with, so grants them access to some hidden information. Normally this could just be an Influence roll, but if the player wants to roleplay it out then go for it.

The Director can force players to use challenges if it is narratively approrpiate. Be careful, as this does prevent its use later in the session.This does *not* allow the use of Aptitudes and Adversities as their opposite.

Complex actions present additional issues. Not all players know how to do certain things in real life,so asking them to describe how they are doing them in game can be difficult. If the players want to plan a heist, it is okay to let, them roll for it, then interpret the results to help you set up the encounter. You can even 'fast forward' to the point things went wrong, or to the end of the action if the players are okay with it. Typically, this is where the Tactics domain shines.



SKILLS

Heavy Gear requires players to develop new skills on their own instead of working off of a set list. That can pose a challenge due to the number of options and runs the risk of too generalized or too specialized skills.

As a quick rule of thumb, if it is a job title that is probably specific enough. The only time it would not be is if that job has further specializations, one layer of specialization is enough.

> *Example: Medicine (Doctor) is too generic since there are many types of doctors. Medicine (Primary Care Physician) is usually specific enough.*

Not all skills are best described based on jobs. Mechanics, Gunnery and Melee are good examples of this. In this case it is more the style or type of item or style. A class of equipment is fine though. Generally if the skill set translates over directly its okay to lump items together. Ask if its possible for someone trained in one area to perform competently in another related area without additional experience.

> *Example: Gunnery (FIrearms) is far too broad but on the other hand Gunnery (Paxton 9mm Heavy Assault Rifle) is far too specific. Gunnery (Small Arms) or Gunnery (Assault RIfle) is fine here since most small arms like rifiles and shotguns require a near identical skillset to use. Melee (Hand Weapons) however would not work, since swords, lances, and morningstars require different learned motions to use effectively.*

> *Example: Mechanics (Heavy Gear) or Mechanics (Heavy Gear Technician) are suitable skills. Mechanics (Gear) would also work, however Mechanics (Military Vehicle) is too broad, as that can cover aircraft, striders, and trucks, all of which require different skills.*

ENCOUNTERS

Encounters can broadly be broken into two types; social and combat. Regardless of the type, they share some key aspects. First, you must have an idea for the general disposition of the participants. Aside from simply their location, things like attitudes and wellness can be useful for NPCs. A character may not react the same way tired as they would well rested. Second is goals. What does each party, particularly the NPCs, want out of this encounter? This is critical to help you gauge whether the party's opponent will break off or concede under pressure. A well-rested shopkeeper with a keen eye to their bottom line may not feel the need to haggle over pennies.

For social encounters you should also define the personalities of the involved parties. This will help your roleplay the results of the encounter.

Combat encounters have two additional considerations, balance and enemy tactics. Balance is done with threat value (TV). Below you will find rules to calculate the TV of your players and custom NPCs. Each vehicle has a default TV for the unit assuming a standard pilot. A balanced encounter has roughly equal TVs on both sides. The TV calculator does tend to underestimate, so giving the opponents a bit more is okay. In a combat encounter, the team's support vehicle/crew are assumed to be in a safe place and will not participate. This also means any supplies and items they are carrying may be inaccessible.

Note that ONLY TV is used and not PL. This is because PL is a measure of availability and customizability, not power. Higher PL things can be upgraded more, which will enhance their performance, but PL is not meant as a balance tool. You can throw high PL opponents at low PL team and vice versa. So long as the TV works out to about the same it should be fine.

TV CALCULATION

A character on foot starts with a TV of 1 while characters in vehicles start at a TV equal to the vehicle variant they started with. If the vehicle was stripped, start at the lowest TV of any variants minus the cost of removed weapons.

To adjust for skill, count up the total number of skill points the character has. If the total is less than 17 decrease their TV by 1. For every full 6 skill points above 17, increase the TV by 1. This applies to NPCs as well. Note that high skill NPCs will run rings around lower skill players so avoid a large gap in relative skil levels.

Add 1 TV per rank the character has achieved over rank 1.

For characters on foot, their TV goes up by 1 if their Toughness + Arm is above 3. Their TV also goes up by +1 if they are carrying any weapons noted as heavy weapons (like RPGs).

The TV of characters on foot is increased by 1 if they have a Medium size weapon or +2 if they have Heavy size weapon

For characters in customized vehicles, the following TV modifiers are imposed if certain equipment is present and not part of their machine's stock loadout. Equipment not listed has no affect on TV. If a weapon is listed it assume the light size. Weapons increase in TV by 1 for each size jump.

For equipment that is removed, subtract the TV of the removed equipment.

Items not listed are +0TV. Note that weapons increasing in size may increase this.

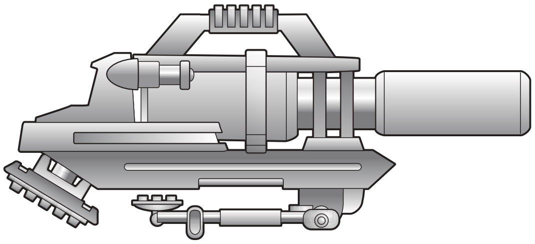
Example: A Light Autocannon is not listed thus is +0TV. A Medium Autocannon however would be +1TV and a Heavy version +2.

Example: A player has a Cheetah (10TV) and has swapped the LSMG for a MAC. The LSMG is +0TV while the MAC is +1TV. The TV of the Cheetah is increased by +1, making it 11TV. If the player were to strip their Cheetah, its TV would set to 8 (lowest TV of all variants) and the TV of the removed weapons are removed from this cost.

TV Modifiers for Actors on Foot

Modifier	TV Modifier
Character on Foot	+1
Character in Stock Vehicle	TV of the vehicle
Character in Stripped Vehicle	* See Opposite
Less than 17 Skill Points	-1
Every full 6 Skill Points above 17	+2
Experienced NPC	+1
Veteran NPC	+2
Rank above 1	+1 per rank
Toughness+Arm > 3	+1
Carrying a weapon classed as a Heavy Weapon	+1
Carrying a Medium size Weapon	+1
Carrying a Heavy size Weapon	+2
Equipment Added	+TV as per chart
Removed Equipment	-TV as per chart
Added Medium Size Weapon	+2
Added Heavy Size Weapon	+4

Bolded items apply only to characters on foot.



This heavy weapon would add +4TV

TV Modifiers for Actors in Vehicles	
+2 TV	
Air Burst Missile	Caustic Rounds
Anti-Vehicle Missile	Counter Battery System
Artillery Rocket (including inferno)	Climbing Gear
Field Mortar	Comms Suite
Grenade Launcher	Early Warning System
Guided Mortar	ECCM Suite
Rotary Cannon	ECM Suite
Rocket Pack (including Incendiary)	Enhanced Engine
Anti-Vehicle Grenade	EWAR Subroutines
Haywire Grenade	Extra Ammo
Incendiary Grenade	Field Armor
Shaped Explosives	Fire Control System
Smoke Grenades	Fireproofing
White Sand Grenade	Inferno Rounds
Chain Bayonet	Jetpack
Chain Blade	Jump Jets
Claws	Linked Fire Control
Explosive Lance	Machine Assisted Controls
Flail	Melee Subroutines
Haywire Whip	Minelaying Gear
Lance	Multi Target Tracking
Morningstar	Quick Response System
Revisionist Fighting Staff	Rugged Terrain Refit
Scythe	Recon Sensors
Spike Gun	Satellite Uplink
Staff	Scope
Vibro Katana	Scout Sensors
Vibro Rapier	Sensor Boom
Whip	Shield
AA Tracking Package	Silencer
Additional Armor/ Armored Jacket	Smoke Launchers
Amphibious Sealing	Stabilizer
Anti-Missile System	Stealth Kit
Buckler	Target Designator

+4 TV	
Anti-Tank Missile	Pulse Laser
Artillery Missile	Rotary Laser
Field Gun	Advanced ECM Suite
Laser Cannon	Elite Sensors
Particle Accelerator	Repair Array

+6 TV	
Tank Gun	Advanced Control System
Railgun	Firewalls

NPC ACTIONS

Tactics detrmine how the foe will act in-game. A wild animal may simply lash out at the nearest thing it considers a threat, while a special operations unit will target the most threatening foe. Other questions to consider acan include how badly the enemies want the players dead, If its bad enough they may go for downed players and try to finish them off. Another question is self-preservation, do these enemies care if they or their friends live or die? Answering these questions will help make your encounter more believable.

As a general rule, when 25% of a party (player or NPC) is disabled, that party will have to serious consideration whether or not to continue. It may not be easy to disengage so the encounter may not end immediately, but one side will begin withdrawing.

If the encounter is a social encounter this changes somewhat, as violence is usually not an factor. Generally, opponents will try to manipulate the players into serving their goals or push their agenda onto them. The main distinction is how subtly the NPC approaches this.

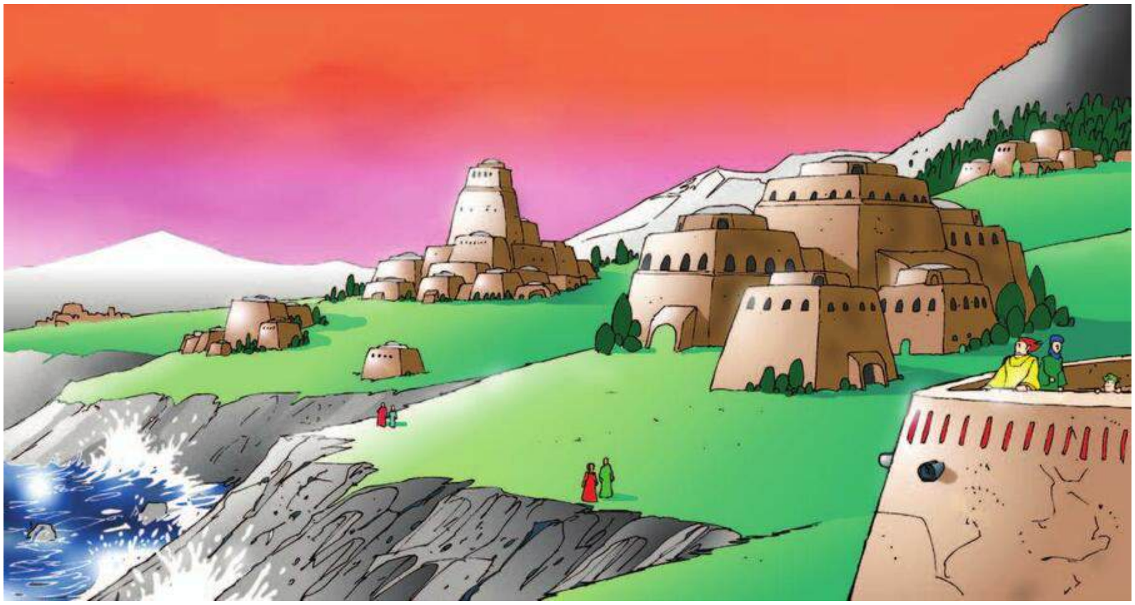
RANDOM ENCOUNTERS AND SCENES

Below are some tables to assist in quickly generating scenes, events, and random encounters.

Badlands Missions	
Rescue	Unsavory individuals have captured one or more relatives of a local community's leader. Get them back alive.
Apprehend	Someone committed a crime in the local community. Find and capture them.
Animal Troubles	A pack of wild animals is harassing the community. Drive them off.
Whodunnit?	A crime has occurred, and members of the community are pointing fingers at each other. Investigate and determine the culprit.
Harassment	Bandits or the forces of another power are harassing the locals. Stop them.
Standoff	Some travelers have gotten into trouble and are holed up in the community threatening violence. Resolve the situation.

Military Missions	
Prisoner Snatch	Intelligence wants some prisoners to squeeze for information. A nearby enemy unit is a prime target, go collect some prisoners from them.
Missing Supplies	An inventory check reveals a critical piece of hardware is missing. Locate and return it.
Missing Troopers	A friendly unit has gone silent. Find them and figure out what happened.
Traitor In The Ranks	A traitor is suspected of leaking vital intelligence to the enemy. Identify them and hand them over to friendly authorities.
Assault	A position is held by the enemy and your faction wants it. Take it.
Raid	A key base for the enemy is in the region. Attack it, cause as much damage as possible, and then withdraw.

Urban Missions	
Manhunt	A criminal is suspected to be in the area, and a large reward is being offered for their capture.
Raising Tensions	Local law enforcement is involved in a standoff with some protesters. The situation could quickly spiral out of control if not resolved.
Mistaken Identity	Someone, either and an NPC or aplayer character, has been accused of a crime they did not commit. Clear their name.
Black Market	A black market is ioperating within the city. Infiltrate it and shut it down.
Cooking the Books	A community leader is suspected of embezzling money from the city. Find evidence and get it to the proper authorities.
Dirty Cops	Some officers in local law enforcement may be involved in illicit affairs. Find evidence and investigate who else is involved.



Random Encounters	
Enemy Patrol	Forces loyal to the villain stumble upon the team and will either attempt to destroy them, capture them, or report to their masters. Generate actors from the villain's sponsor equal to the team's TV +/- 1d6.
Bandits Attack	Bandits attack, seeking to loot the team. Generate actors using only PL 1 or PL 2 entries from a Leagueless sponsor with a total TV equal to the Team's +/- 1d6.
Mechanical Failure	A major piece of hardware has had an unexpected breakdown. A random character's vehicle suffers 1d6/2 damage results.
Supply Shortage	The team's supplies didn't last as long as expected, possibly due to poor preparation, sabotage, or overuse. The team suffers 1 damage result of either the Starving or Dehydrated results.
Bogged Down	The terrain has managed to bog down one of the team's vehicles. That vehicle becomes immobilized, it cannot move until it has been remobilized.
Friendly Faces	A supply convoy or supplier that works with the team's sponsor arrives. Each team member may get 1 item equal to or less than the team's PL, or swap their vehicle for one equal to or less than the team's PL. OPTIONAL: Roll a 1d6, on a 5 or better one character may selected a vehicle or piece of equipment 1 PL higher than the teams PL.
Recon Report	Friendly recon units trasmit a report to the team. The team learns about the geography, movements, and/or composition of the next location or encounter.
Bad Food or Fuel	The team's supplies were tainted, causing people and machines to operate at less than optimal levels. Each character and vehicle reduces their MR by 1 for 12 hours while the food or fuel is flushed from their systems. Characters might also be ill during this time with stomach, intestinal, and digestive problems.
Rampaging Wildlife	The team is attacked by creatures with a total TV equal to the Team's TV +/- 1d6. Roll a 1d6, on a 4 or more the creatures are remove hostile. Otherwise the creatures will not attack the Team unless provoked.
Chance Encounter	A mysterious individual or group approaches the team with an offer. One character may exchange any vehicle or equipment they have for another one 2 PL higher of the Director's choice. The equipment to be received is not known until after the deal is made. The team will have to explain to their sponsor's supply personnal what happened to the traded item.
Refugee Column	The team encounters a group of refugees fleeing a conflict. The refugees are hungry, thirsty, and poorly equipped for the environment. Roll a 1d6, on a 4 or better the refugees do not like or even despise the team and their sponsor. Otherwise, they are friendly to the team. Depending on how the team handles the encounter it may yield positive or negative consequences later.
Standoff	The team encounters members of a third party. While not actively hostile, they will not back down if they feel threatened. If the situation is not diffused, conflict may follow and cause serious political ramifications.
Hunters Strike	Special forces, bounty hunters, or hunter-killer units encounter the team. Their goal is teither to kill or capture the characters. Generate actors from either a Leagueless sponsor or the villain's sponsor with at TV equal to the Team's TV + 1d6. All the chosen actors must be at least PL 4 if they are vehicles.
Reinforcements	Friendly units arrive to assist the party for the next encounter. Generate 1d6/2 NPCs who are soldiers for the team's sponsor, as well as vehicles and equipment. They will assist the party until they are dead, dismissed, or the session ends. We recommend using the archetypes from the character creation section to speed things upn.

PLAYER/TEAM REWARDS

The primary way your players will advance and be rewarded is through skill progression and equipment access. Skill progression occurs during the intermission activities portion of a session. The term intermission can be used loosely. Generally, an intermission assumes about a week or two of time, but at the very least it could represent just 5 or 6 hours. It is also okay to not allow the players to use intermission options and advancements if time will not allow. This will slow character progression but that may be useful for pacing.

Equipment advancement is done via Priority Levels, salvage, or other rewards. Priority Level advancement should happen when the team passes a significant milestone. This could be the end of a campaign or arc. It could also be that they found the lair of the villain and command is giving them whatever they need for the fight. The key is that it is team based; individuals who push their own goals will not be rewarded for it.

Salvage and other rewards can be given as you see fit. Salvaged items need to be repaired before use.

When players use their advancement to select new equipment you have two additional levels of control. The first is location; most teams need to be at a friendly outpost to draw new equipment. The team may not be anywhere near one when they increase in PL. New hardware can also have a limited inventory. Just because something is available at the team's PL doesn't mean it is available at every outpost under the sun. Additionally, salvaged units should only be made available as deemed necessary or narratively appropriate.

PROGRESSION TIME

It is recommended that advancing 1 PL for a faction should generally take no more than 3 sessions of the players contributing to that faction's success.

Promotions are harder to estimate, and are best spaced out over an adventure. It is not out of the ordinary for promotions to take aound 3 sessions earlier on, but then have higher promotions take 5 to 8 sessions.

CUSTOM ITEMS

Feel free to create new items, weapons, and even vehicles. When you do this, the best approach is to find a similar item/vehicle and modify it by adding traits. You can of course mess with the damage, ammo, or ranges, but the similar item should give you a good baseline. For example, if you want to create a longsword for a gear, you will probably start with a Combat Weapon of some size and add the Reach trait. If a player wants to craft such an item, generally assign 1 hour per added trait for the time to make it.

CURRENCY AND ACQUIRING STUFF

Heavy Gear does not include a currency system. most small purchases are little more than bookkeeping while larger purchases are usually impracticable or impossible. The CNCS is not going to sell your characters a top-of-the-line Panther special operations gear no matter how much you offer. If money is needed a plot device like a corporate credit card, money laundering front or a military stipend can be used.

SPOILERS AND ADVANCE KNOWLEDGE

Heavy Gear is a rich universe with lots of content and history. Some adventures produced for it rely on surprises that, if players read ahead, may be spoiled. If you plan to run one of these adventures for a new group, take care to ensure they do not read ahead. The introduction chapter already has a spoiler warning in it at the recommended break point. Otherwise, the only area with potential spoilers are GREL type descriptions and some equipment summaries.

BREAKING THE RULES

As the Director you can assist in making the game more fun or interesting at times by breaking rules. This is okay but is best done one of two ways. The first is to break rules consistantly. For example, if a mechanic doesn't play out the way you want for the game, then change it but bedo not change it back. The second is a quick break where the players are informed that you are making an exception this one time. Either way, the point is to ensure the players know what to expect and aren't unsure of how something will play out.

The most common rule broken is which national origins are allowed with each sponsor. Allowing more mational origins is okay, but can lead to some optimization if let unchecked or unmodified. if you do this, you should generally swap their main faction vehicle list for their new sponsor's and then add Civilian and Universal if they are not an Invader. For example, if someone wanted to play a UMF character in a NuCoal team, then instead of getting North vehicles they would get NuCoal. This ensures that all the player is getting mechanically is a differerent familiar skill.

SKILL TESTS AND LIMITS OF THE SYSTEM

Heavy Gear is a system that pushes roleplaying and narrative to the front. As such, many systems in this rule book involve Director discretion and player roleplay which can lead to some extreme situations. These may or may not be desirable based on your group. Below are some of the limitations and "rules of thumb" that we built the system around. As the Director you can of course ignore this section, but it does offer a "baseline" experience that players can use to figure out what to expect.

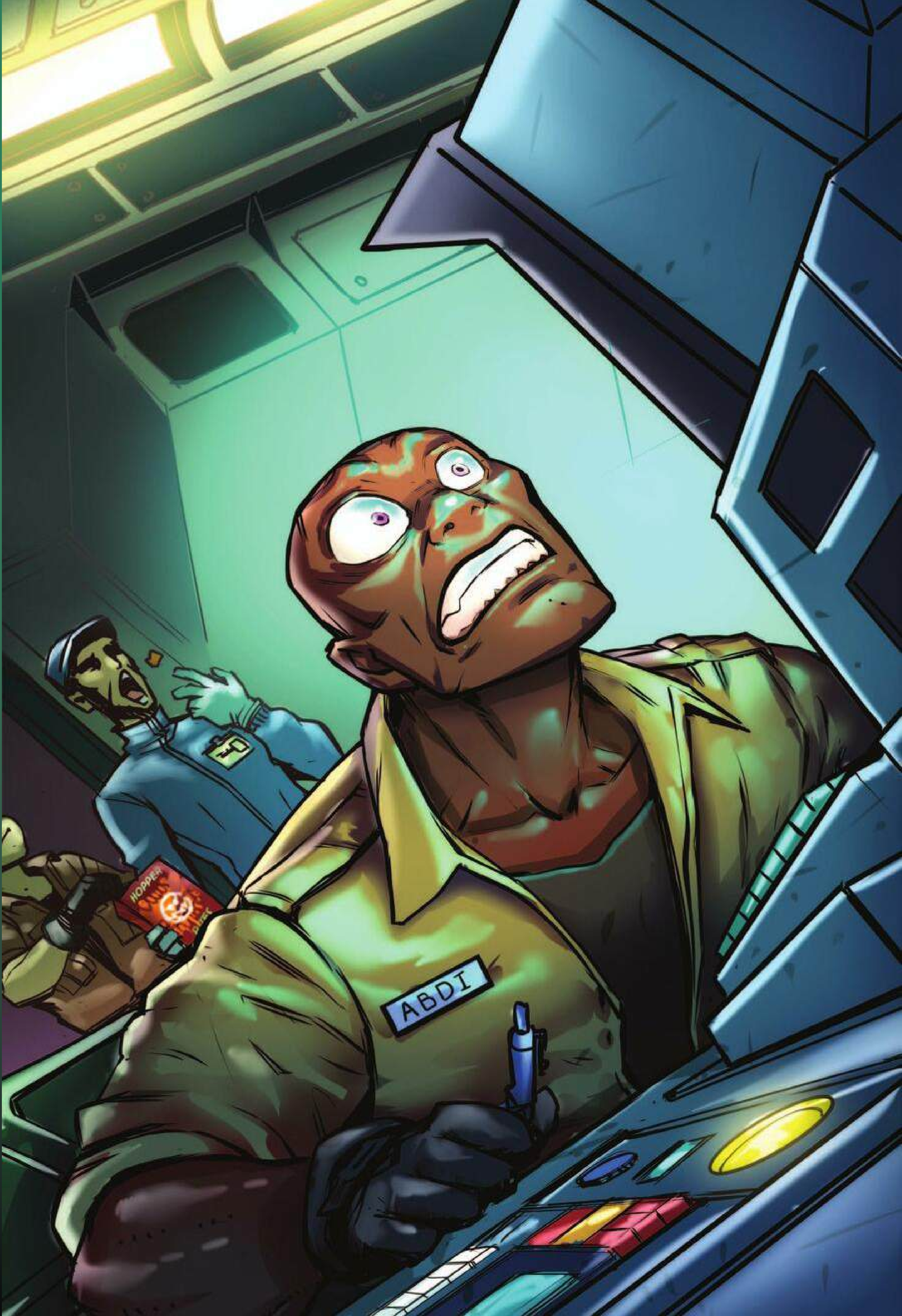
When determining if you should accept a player's proposed skill for a skill test, you should apply the following process:

- Does the player have a skill within the appropriate domain? If so, they should use that skill. For example, if a character is dressing a wound, a Medicine domain skill would be most appropriate.
- If a character does have a skill, impose no more than a -2d6 penalty based on how close it is. You are allowed to reject skills that are inappropriate. In the previous example, the ideal skill would be Medicine (First Aid) or Medicine (ER Doctors). A skill for Brain Surgery would be an example of a case for a -1d6 penalty. Surgeons work on humans, have to stitch up the surgical site, and must be prepared for potential complications. A Medicine skill for veterinary medicine would be an example of a -2d6 penalty since vets are trained to treat this type of injury, just on a nonhuman patient. If the player attempted to use Medicine (Physical Therapy), that can be rejected.
- If a character lacks a skill in the appropriate domain, the minimum penalty should be -2d6. A truly extreme case could justify a -3d6. In the dressing example, a player lobbying to use an Athletics skill for their time as a pit fighter could argue that including basic first aid of puncture wounds is part of that. This would be a suitable case for a -2d6 penalty, since that probably is realistic. Many athletes are familiar with basic first aid in their sport. Conversely, a character arguing that their Showmanship skill for being a B list film star should apply since they played a doctor on an ER show would at best be a -3d6 penalty, although being outright rejected would be fine too. That is the line where the Director needs to see what their group is most comfortable with. If this would not be allowed, then the Athletics skill would be at -3d6.

TONE AND CONTENT WARNING

Discuss in advance with the players what kind of tone and content they are okay with in their game. This extends to both ends of the tone spectrum. Random humorous or downright goofy moments can be just as jarring to a campaign as the most uncomfortable, disturbing topics can. If a player wants to try something or bring up something that disturbs aother players, stop them. Do not bring up those topics in your adventures, even if it's 'narratively appropriate'. Not every player wants to deal with things like dead children, traumatic and/or horrifying scenarios, or uncomfortable topics. If all players are 100% okay with it, then it is fine. Otherwise, do not do it or allow it. No is a complete sentence. Once someone says no, stop immediately.

DIRECTOR'S GUIDE 15


HOPPER
ABDI

OFF THE RAILS

Staff Sergeant Abdi couldn't believe what he was seeing. He was only dimly aware of the other support personnel crowded around his trideo screen. The entire headquarters marveled at what could only be described as the Northern Lights Confederacy's crowning military debacle.

"Negative on your request, two-one. Proceed on mission and do not deviate." Abdi tried to speak in an even tone into his mic, and immediately began to receive a convoluted explanation.

It was supposed to be a simple raid, a CEF facility on the edge of Norlight territory. An easy target, given how the Earthers' forces were so thinly stretched on their front. A quick in-and-out. That was before the squadron lead decided to take two of their most dedicated cult adherents and delve deeper into the facility. Looking for, Abdi could only imagine, loot.

"Actual, we've got one chance while we're here, and we're taking it!" The hammering of gunfire and the fizzling crack of CEF infantry lasers could be heard on the other end.

"Are they in a firefight with GRELs?" one of the crew—an intel sergeant by the nickname "Deacon"— whispered as he leaned closer towards the trideo screen with eyes wide in astonishment.

"Yes, they are." Abdi cupped his mic to prevent his squad from overhearing the exasperation and panic in his voice. "None of this was in the plan…"

"They went into the building. Why?" a private called over Abdi's shoulder.

"Who-?!" The Staff Sergeant turned to see who the newcomer was. It seemed the entire HQ was watching his situation unfold, and he immediately recognized the uniform tab on the newcomer's uniform as sanitation. The janitor!

"I mean, they weren't supposed to go inside, anyone would know there would be GRELs waiting. They didn't even know what was in there," another voice spoke up.

"I know!" Abdi clenched his fists, holding them up in a gesture for silence, "Would you all—"

"Contact rear!" came the call over the headset. "Two more, behind, down the hallway!" "Let's get what we came here for, we'll have to shoot our way out!"

"Beren is hit, man down!"

Abdi stared blankly at his screen. This entire situation had gone completely off the maglev rails. He had to focus. The staff sergeant typed furiously at his control board, replacing the image of his squad's helmet-cams with a three-dimensional layout of the building.

"Alright, two-one, listen up." His eyes scanned the screen quickly as he thought on the fly. "There's a utility access port to your left, take it. It'll lead to a storage room. Go there now."

"But we—"

"Shut up and comply, two-one, or the Prophet's wrath will have nothing on mine when… if… you get back. Take the access port!" Abdi heard a confirmation on the other end of the comm channel.

"Well, I think that's the first time they've listened this whole engagement." Abdi spun angrily in his chair, only to see the same facility sanitation officer and four others watching. They were passing "Weird But Tasty Hopper Bites" between them.

The room was silent but for the grating crunch of the sanitation officer's new snack. Abdi's mind raced at what he should say, or shout… scream? The senior NCO was so awestruck at the audacity of his unwanted audience that he couldn't even decide.

"What?" The statement followed the glorified janitor's blank expression as he popped another bite into his mouth.

"I'm glad you find this entire misadventure entertaining. In the meantime, I've got a job to do," Abdi muttered as he turned back towards his console. "Maybe try to salvage this situation and get this team back on the rails."

NORTH VEHICLE LIST 16

NORTH VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Badger	1
Bobcat	1
Hunter	1
Lynx	1
Stripped-Down Hunter	1
Rock Beetle	2
Wildcat	2
Armored Hunter	3
Bearhunter	3
Mad Dog R	3
Tiger	3
Bear	4
Cheetah	4
Ferret	4
Hunter XMG	4
Leopard	4
Orca	4
Para Hunter	4
Spearhead Hunter	4
Dingo	5
Fixed Wing Aircraft	5
Grizzly	5
Jaguar	5
Lion	5
Nemesis Jaguar	5
Klemm	6
Jaxon	6
Koala	6
Para Cheetah	6
Razorback	6
Scorpion	6
Stormhammer	6
Tyburr	6
Mammoth	7
Verder	7
Weasel	7
Aller	8
Panther	8
Thunderhammer	8
Victor	8
Black Cat	9
Kodiak	9
Scimitar	9

NORTHERN MILITARY FORCES

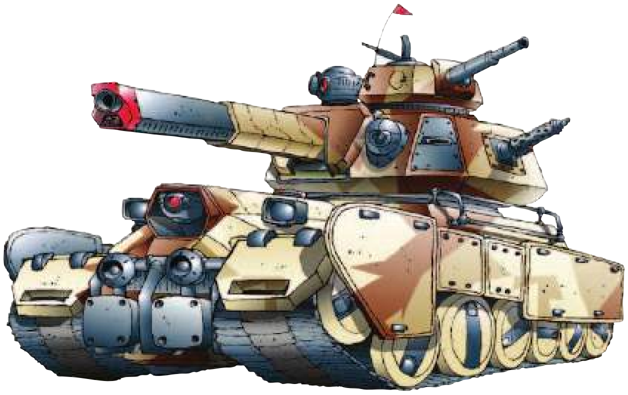
The militaries of the Confederated Northern City States have a uniform structure. This is based on the Northern Guard, a pan-northern military force tasked with border defense in peace time. During times of full-scale war, the Guard serves as a skeleton organization that units from the CNCS member leagues are incorporated into. Because of this, each league uses a standardized table of organization, rank structure, and bureaucracy.

Northern military units at a strategic level are often organized into task forces based on need. Each task force is composed of one or more divisions led by a general. Divisions organically include supporting arms like artillery, engineers, medical, and supply services. Each division is then composed of brigades, which are divisions in microcosm. A brigade is the smallest formation capable of independent operation and includes smaller versions of the division level support assets. Under the brigade is the regiment. Regiments are usually specialized as infantry, armor, or gear regiments, although all regiments include at least some of each type of unit. Regiments are led by colonels and often have a concrete self-identity which unifies the members. Regiments will also have a Duelist, typically the best gear pilot in the unit, who serves as a role model for other soldiers and represents the unit in honor duels. Regiments are further broken down into battalions, then companies. A company is composed, usually entirely of infantry, armor, or gears. Infantry are organized into platoons composed of squads, gears into sections composed of squads, and armor into squadrons.

Each league maintains some unique elements to their armies. In the Northern Lights Confederacy, Revisionist chaplains are very common at all levels and can even lead forces in combat. These chaplains often have additional ornamentation, and utilize their faith's fighting staff. The United Mercantile Federation Army is a government corporation operated for profit. The UMF focuses heavily on efficiency and generally tries to do as much as it can with as little as possible. This can include UMF soldiers being subcontracted out to build civilian infrastructure or to provide enhanced security services. Western Frontier Protectorate units are often forced to rely on second hand or even older equipment. A mentality of problem-solving combines with a focus on training to create high-quality soldiers. Due to the Protectorate's laws that require military service for citizenship, there is an aura of patriotism to Protectorate soldiers that can easily be mistaken for ego.

Code Name:	Aller
Manufacturer:	Brok Enterprises
Unit Type:	Heavy Tank
Height:	3.8 m / 12.5 ft
Weight:	67,880 kg / 149,650 lbs

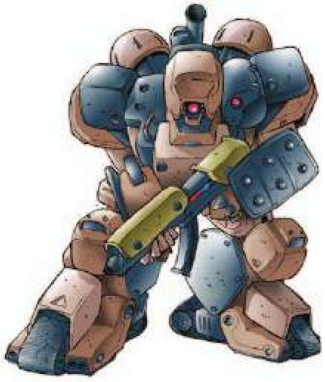
The Aller is an advanced main battle tank designed to excel at combat with other armored units. All variants of the Aller carry heavy weaponry and are used to dominate open battlefields. The Naval Support Aller adds a battery of heavy anti-tank missiles, and the Hardy Aller replaces the railgun with a more reliable tank gun.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Aller	68	8	3	G:4	12	9	+0	-1	-1	LPL (T, Flak), MAC (T), MMG (R, Auto), MMG (L, Auto), LMG (T, Auto), HRG (T), HAPGL, Smoke Launchers, Rugged Terrain Refit, Field Armor	Veh	1”
Naval Support Aller	70	8	3	G:4	12	9	+0	-1	-1	MRC (T, Flak), MAC (T), LMG (T, Auto), HRG (T), HATM (T, Aux), HAPGL, Smoke Launchers, Rugged Terrain Refit, Field Armor	Veh	1”
Hardy Aller	69	8	3	G:4	12	9	+0	-1	-1	MRC (T, Flak), MAC (T), MMG (R, Auto), MMG (L, Auto), LMG (T, Auto), HTG (T, Precise), HAPGL, Smoke Launchers, Rugged Terrain Refit, Field Armor	Veh	1”
Thunder Upgrade	+3	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-

Code Name:	Armored Hunter
Manufacturer:	Northco
Unit Type:	Heavy Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	8,703 kg / 19,187 lbs

The Armored Hunter, also known as “the armored can,” is one of the rarest Hunter variants of all. Born out of a special program to build a gear that can survive anything short of the firepower of a tank, the Armored Hunter has excellent damage resistance but poor maneuverability.

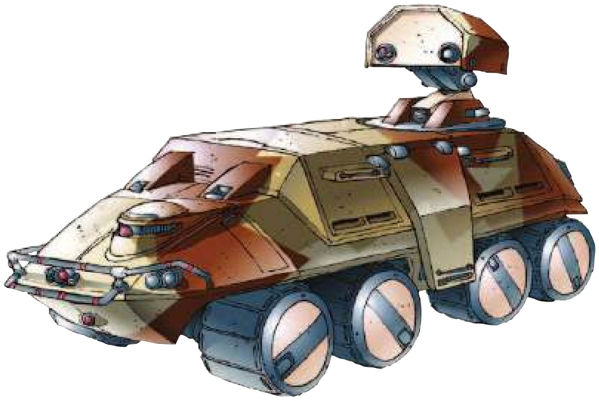


Location	Stock	Strip
Torso	6	11
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Armored Hunter	18	3	1	W/G:5	7	8	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Armored Hunter Gunner	20	3	1	W/G:5	7	8	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Armored Destroyer Hunter	18	3	1	W/G:5	7	8	+0	+0	-1	MBZ (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Armored Hunter UC	18	3	1	W/G:5	7	8	+0	+0	-1	MFC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Armored Assault Hunter	20	3	1	W/G:5	7	8	+0	+0	-1	MSC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Armored Rabid Hunter	22	3	1	W/G:5	7	8	+0	+0	-1	LGL (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Headhunter Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Lumbering, Towhook												

Code Name:	Badger
Manufacturer:	Shaian Mechanics
Unit Type:	APC
Height:	2.4 m / 7.9 ft
Weight:	12,627 kg / 27,838 lbs

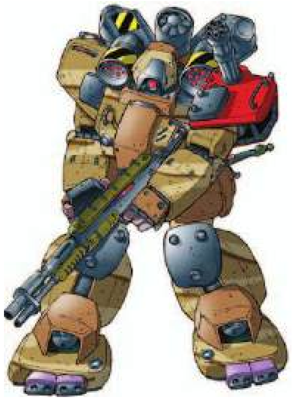
The Badger Armored Personnel Carrier is ubiquitous in the armies of the CNCS. Good speed, armor, and reliable armament have made it a staple of all Northern infantry regiments. Its sturdy eight-wheeled design can transport up to twenty fully equipped troopers to battle through almost any terrain.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Badger	12	1	2	G:7	6	8	-1	+0	-1	LAC (T, Link), Transport: 20 Infantry	Veh	1"
Cavalry Badger	16	1	2	G:7	6	8	-1	+0	-1	MRP (T, Link), Transport: 20 Infantry	Veh	1"
Rabid Badger	18	2	2	G:7	6	8	-1	+0	-1	LATM (T), Transport: 20 Infantry	Veh	1"
Covert Badger	18	3	2	G:7	6	8	-1	+0	+0	LAC (T, Link) Transport: 20 Infantry, ECM Suite, ECCM Suite, Stealth Kit	Veh	1"
Recon Badger	16	3	2	G:7	6	8	-1	+0	+0	LAC (T, Link) Transport: 20 Infantry, Satellite Uplink, ECCM Suite	Veh	1"
Medevac Badger	10	1	2	G:7	6	8	-1	+0	-1	Transport: 10 Infantry, Medical Suite	Veh	1"
Digger Badger	14	1	4	G:7	6	8	-1	+0	-1	LAC (T, Link), Transport: 20 Infantry, Airborne Deployment Rig	Veh	1"

Code Name:	Bear
Manufacturer:	Northco
Unit Type:	Fire Support Gear
Height:	4.8 m / 15.8 ft
Weight:	8,456 kg / 18,642 lbs

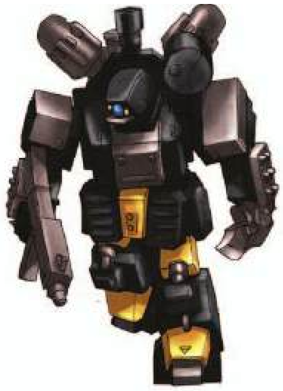
The Bear was designed for long range engagements and was the first fire support gear of the CNCS. The guided mortar has a long reach and a deadly punch, while the twin medium rocket packs mounted on its shoulders also allow it to be used in an assault role. The Bear was so successful that it went on to inspire the Grizzly.



Location	Stock	Strip
Torso	4	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	0	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Bear	18	5	1	W/G:6	7	7	+0	+0	-1	HAC (Manip), LVB (Manip), HMG (Auto), MRP (Link) (L&R Shoulders), LGM, LAPGL	Gear	2"
Mauler Bear	20	4	1	W/G:6	7	7	+0	+0	-1	HGL (Manip), LVB (Manip), HMG (Auto), MRP (Link) (L&R Shoulders), MMG (Link), MSE, LAPGL	Gear	2"
Black Bear	21	5	1	W/G:6	7	7	+0	+0	-1	HRBZ (Manip), LVB (Manip), HMG (Auto), MRP (Shoulder), MAR, LAPGL	Gear	2"
Havoc Bear	22	5	1	W/G:6	7	7	+0	+0	+1	HAC (Manip), LVB (Manip), HMG (Auto), MRP (Link) (L&R Shoulders), LGM, ECM Suite, ECCM Suite, LAPGL	Gear	2"
Brawler Bear	20	5	1	W/G:6	7	7	+0	+0	-1	HRC (Manip), LVB (Manip), HMG (Auto), MRP (Link) (L&R Shoulders), LGM, LAPGL	Gear	2"
Den Mother Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-
Hands, Low Tech, Widespread, Towhook												

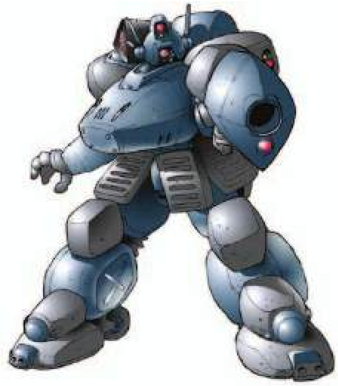
Code Name:	Bearhunter
Manufacturer:	Northco
Unit Type:	Field Support Gear
Height:	4.3 m / 14.1 ft
Weight:	6,683 kg / 14,733 lbs
The Bearhunter has an uncommon origin. It was created during a field exercise when techs realized how similar the engines were. The engines were swapped and the consequent improvement in performance was startling, and the Bearhunter was born.	



Location	Stock	Strip
Torso	5	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Bearhunter	20	3	1	W/G:7	7	8	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Bearhunter Gunner	22	3	1	W/G:7	7	8	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Assault Bearhunter	20	3	1	W/G:7	7	8	+0	+0	-1	MSC (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Rabid Bearhunter	20	3	1	W/G:7	7	8	+0	+0	-1	LGL (Manip), LVB (Manip), LRP (Shoulder), LFM	Gear	1.5"
Headhunter Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Vuln: Haywire, Towhook												

Code Name:	Black Cat
Manufacturer:	Shaian/Hyperion/Racetech
Unit Type:	Stealth Gear
Height:	4.1 m / 13.5 ft
Weight:	4,930 kg / 10,867 lbs
The Black Cat is built from the ground up for stealth, making it an excellent commando and covert operations machine. The existence of the Black Cat is such a well-guarded secret that most intelligence officers from rival powers considered its existence to be a myth. Black Cats are usually deployed in a supporting role to Panthers.	

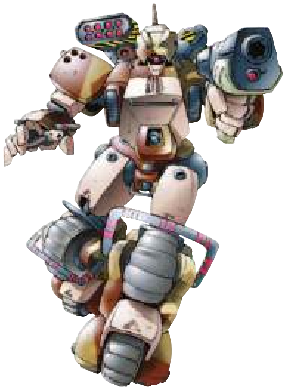


Location	Stock	Strip
Torso	6	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Black Cat	28	9	1	W/G:9	5	6	+0	+1	+1	LSMG (Silencer) (Manip), LVB (Manip), LRP (Shoulder), Advanced ECM Suite, ECCM Suite, Target Designator	Gear	1.5"
Black Claw	24	9	1	W/G:9	5	6	+0	+1	+1	MRF (Bipod, Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit, Elite Sensors, Rare												

Code Name:	Bobcat
Manufacturer:	Northco
Unit Type:	Recon Gear
Height:	4.3 m / 14.1 ft
Weight:	5,689 kg / 14,526 lbs

An early recon gear, the Bobcat's unique SMS design requires the gear to kneel down to engage its wheels. This configuration improves handling but also prevents its legs from being properly armored. Bobcats are often paired with Wildcats in the WFP, and despite their perceived obsolescence they perform admirably.

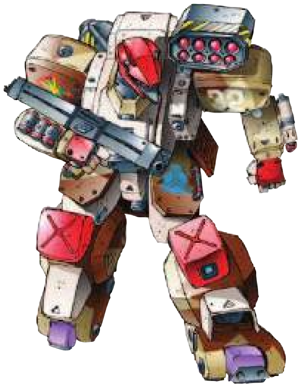


Location	Stock	Strip
Torso	3	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Bobcat	16	1	1	W/G:9	5	6	-1	+1	+0	LSMG (Manip), LVB (Manip), LRP (Shoulder), Target Designator	Gear	1.5"
Bird Arrow	16	1	1	W/G:9	5	6	-1	+1	+0	LAAC (Torso), LVB (Manip), LFRG, Anti-Missile System	Gear	1.5"
Bobcat AG	17	3	1	W/G:9	5	6	-1	+1	+0	MRF (Bipod, Manip), LVB (Manip), Stabilizer	Gear	1.5"
Hands, Comms Suite, ECCM Suite, Recon Sensors, Low Tech, Low Maintenance, Widespread, Brawler: -1												

Code Name:	Cheetah
Manufacturer:	Shaian Mechanics
Unit Type:	Recon Gear
Height:	4.1 m / 13.5 ft
Weight:	5,230 kg / 11,530 lbs

Packed with the best electronics available, the Cheetah is the gear of choice for reconnaissance and electronic warfare within the CNCS. Popular with pilots, the Cheetah's agility allows it to outmaneuver most attacks.

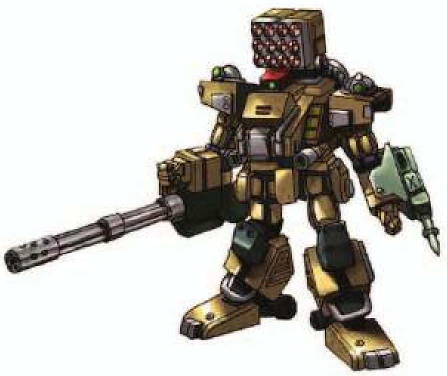


Location	Stock	Strip
Torso	2	14
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Cheetah	20	5	1	W/G:9	5	6	+0	+1	+1	LSMG (Manip), LVB (Manip), LRP (Shoulder), Comms Suite, ECM Suite, ECCM Suite, Target Designator, Recon Sensors	Gear	1.5"
Strike Cheetah	18	5	1	W/G:9	5	6	+0	+1	+1	LRBZ (Manip), LSMG, LVB (Manip), LRP (Shoulder), Comms Suite, ECM Suite, Recon Sensors	Gear	1.5"
White Cat	21	6	1	W/G:9	5	6	+0	+1	+1	LAC (Manip), LVB (Manip), LRP (Shoulder), Advanced ECM Suite, ECCM Suite, Target Designator, Comms Suite, Satellite Uplink, Elite Sensors	Gear	1.5"
Cheetah MP	17	4	1	W/G:9	5	6	+0	+1	+0	MFC (Manip), MCW (Manip), LPZ, LAPGL, Airborne Deployment Rig, Brawler: 1, Shield, Intimidating	Gear	1.5"
Sniper Cheetah	19	4	1	W/G:9	5	6	+0	+1	+1	LRF (Bipod, Manip), LVB (Manip), LRP (Shoulder), Comms Suite, Recon Sensors, ECM Suite	Gear	1.5"
Silver Cat	22	6	1	W/G:8	5	6	+0	+1	+1	LAC (Manip), LVB (Manip), LRP (Shoulder), Satellite Uplink, Comms, Suite Advanced ECM Suite, ECCM Suite, Target Designator, Recon Sensors, Vuln: Haywire	Gear	1.5"
Hands, Early Warning System, Widespread												

Code Name:	Dingo
Manufacturer:	Western Armories
Unit Type:	Paratrooper Gear
Height:	5.1 m / 16.7 ft
Weight:	8,390 kg / 18,497 lbs

Not wanting to incur the cost of buying more Paratrooper Hunters when they had a surplus of Mad Dogs, the WFP commissioned the Dingo. The Dingo packs an impressive amount of firepower for its size. That said, the WFP is actually quite proud of the fact that the deployment of this gear outside of the WFP is almost nonexistent.

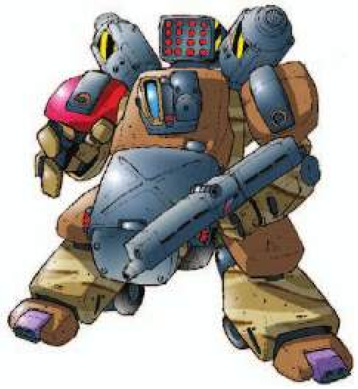


Location	Stock	Strip
Torso	4	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dingo	18	5	1	W/G:6	7	6	+0	+0	-1	HAC/LGL (Manip), MSG (Manip), MRP (Link), HMG (Link)	Gear	2"
Chaingun Dingo	20	6	1	W/G:6	7	6	+0	+0	-1	HRC (Manip), MSG (Manip), MRP (Link), HMG (Link)	Gear	2"
Destroyer Dingo	18	5	1	W/G:6	7	6	+0	+0	-1	HBZ (Manip), MSG (Manip), MRP (Link), HMG (Link)	Gear	2"
Tank Hunter Dingo	18	6	1	W/G:6	7	6	+0	+0	-1	LFG (Manip), MSG (Manip), MRP (Link), HMG (Link)	Gear	2"
Hands, Brawler:1, Airborne Deployment Rig												

Code Name:	Ferret
Manufacturer:	Keimuri Gears
Unit Type:	Recon Gear
Height:	3.2 m / 10.5 ft
Weight:	4,210 kg / 9,282 lbs

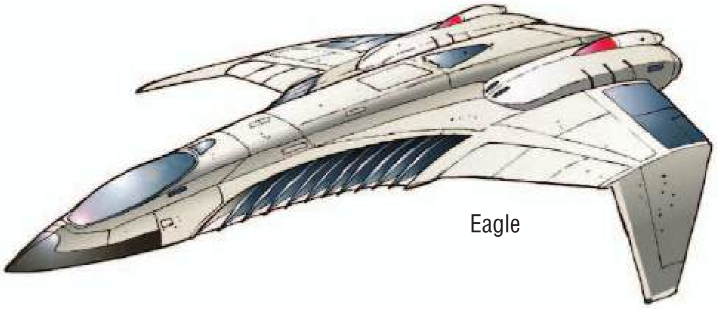
The Ferret serves the Northern armies as an effective recon gear. Its low cost matched with a good track record has allowed this aging design to endure. Ferret pilots tend to avoid high-intensity combat and concentrate on recon duties, operating the gear in its SMS mode and racing across the landscape as it scans for trouble.



Location	Stock	Strip
Torso	1	11
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

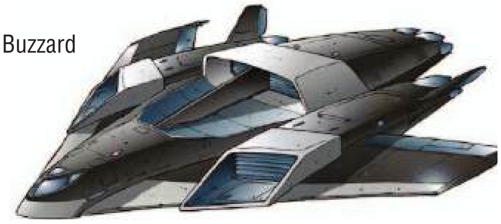
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Ferret	14	4	1	W/G:9	4	6	-1	+1	+1	LSMG (Manip), LVB (Manip), LRP, ECM Suite, Recon Sensors, Target Designator	Gear	1"
Ferret Sniper	15	6	1	W/G:9	4	6	-1	+1	+1	LRF (Manip), LVB (Manip), LRP, ECCM Suite, Elite Sensors, Target Designator	Gear	1"
Ferret Gunner	15	4	1	W/G:9	4	6	-1	+1	+1	LAC (Manip), LVB (Manip), LRP, ECCM Suite, Elite Sensors, Target Designator	Gear	1"
Wild Ferret	12	6	1	W/G:9	4	6	-1	+1	+1	LSMG (Manip), LVB (Manip), ECM Suite, ECCM Suite, Satellite Uplink, Elite Sensors, Vuln: Haywire	Gear	1"
Saboteur Ferret	20	6	1	W/G:9	4	6	-1	+1	+1	LAC (Manip), LVB (Manip), ECM Suite, Recon Sensors, Target Designator, Stealth Kit, Vuln: Haywire, MSE	Gear	1"
Rabid Ferret	12	4	1	W/G:9	4	6	-1	+1	+1	MPZ (Ammo: 4) (Manip), LVB (Manip), LRP, ECM Suite, Recon Sensors, Target Designator	Gear	1"
Hands, Brawler:-1, Comms Suite, Widespread, Extended Fuel Tanks												

Code Name:	Fixed Wing Aircraft
Manufacturer:	Northco
Unit Type:	Various
Height:	Various
Weight:	Various
The North uses a variety of aircraft in support of its armies. Fighters and Interceptors engage enemy aircraft while bombers and gunships bombard ground targets into dust. The North also fields various Electronic Warfare, Command and Control and Transport craft. All designs used by the CNCS are produced by Northco.	

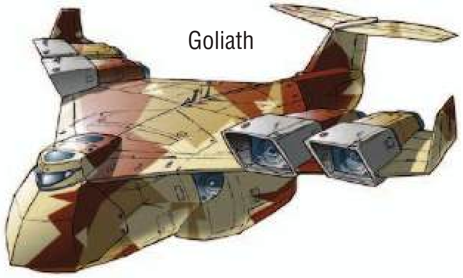

Eagle

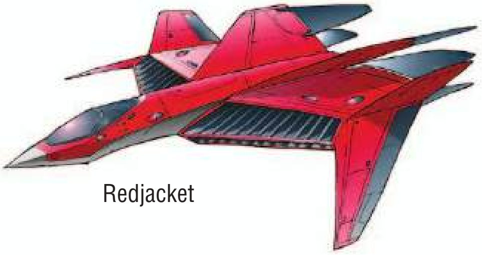
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Buzzard	35	7	4	F: 84	7	8	+0	+1	-1	8x LBM, 4x MBM, Bomb Bay: 4	Air	1"
Eagle	18	6	1	F: 180	6	6	+0	+1	-1	LAC, 2x MAAM	Air	1"
Redjacket	22	6	1	F: 96	5	6	+0	+1	-1	LAC, MATM, MAAM	Air	1"
Goliath	30	5	4	F: 90	8	30	+0	+0	-1	Transport: 175 Infantry or 8 Gears or 3 Vehicles	Air	3"
Goliath Gunship	70	6	8	F: 90	8	30	+0	+0	-1	LFG (R), LFG (L), 2x HAC (T)	Air	3"
C3 Goliath	32	7	8	F: 90	8	30	+0	+0	+1	ECM Suite, ECCM Suite, Satellite Uplink	Air	3"
AWACS Goliath	38	8	8	F: 90	8	30	+0	+0	+1	Advanced ECM Suite, ECCM Suite, Elite Sensors	Air	3"
Shadowfox	28	10	1	F: 65	4	6	+0	+1	-1	LAC, 2x LBM, Bomb Bay: 2, Target Designator, Stealth Kit, High Maintenance	Air	1"

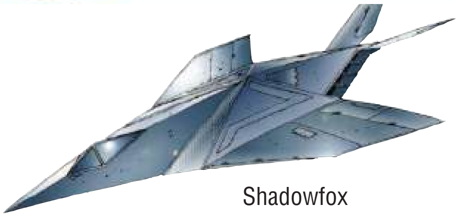
Buzzard



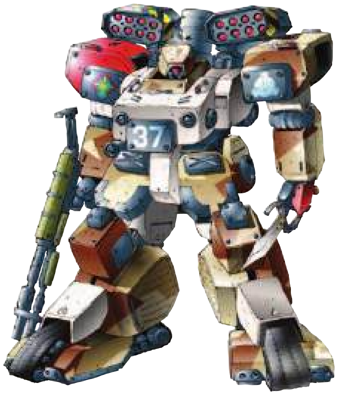
Goliath




Redjacket

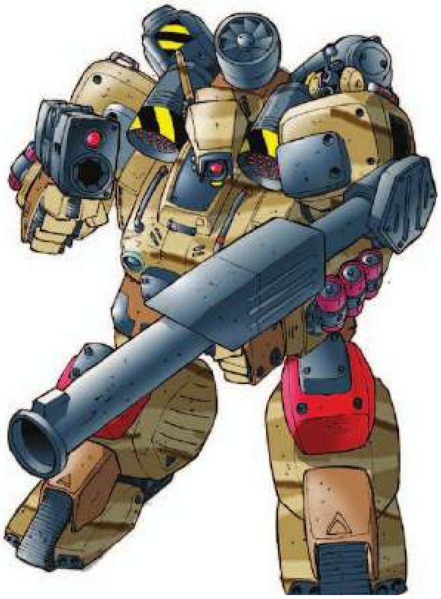

Shadowfox

Code Name:	Grizzly
Manufacturer:	Northco / Shaian
Unit Type:	Fire Support Gear
Height:	5.1 m / 16.7 ft
Weight:	9,210 kg / 20,305 lbs
The Grizzly has been the most common Northern fire support gear since the War of the Alliance. A big, brutal, and obnoxious creature like its namesake, the Grizzly is capable of both long range fire support and heavy assault. It can also be a devastating anti-gear weapon if screened by lighter units.	



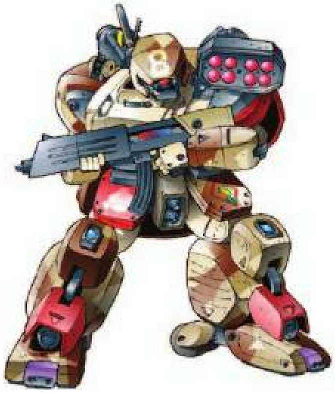
Location	Stock	Strip
Torso	4	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Grizzly	27	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LSMG, LVB (Manip), MRP (Link) (L&R Shoulders), MGM, HMG	Gear	2"
Destroyer Grizzly	27	5	1	W/G:6	8	7	+0	+0	-1	HBZ (Manip), LSMG, LVB (Manip), MRP (Link) (L&R Shoulders), MGM, HMG	Gear	2"
Crossbow Grizzly	29	6	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LSMG, LVB (Manip), 2x MATM (L&R Shoulders), HMG	Gear	2"
Rabid Grizzly	29	5	1	W/G:6	8	7	+0	+0	-1	MGL (Manip), LSMG, LVB (Manip), MRP (Link) (L&R Shoulders), MFM, HMG, Field Armor	Gear	2"
Defender Grizzly	28	6	1	W/G:6	8	7	+0	+0	-1	LLC (Flak) (Manip), LSMG, LVB (Manip), MRP (Link) (L&R Shoulders), MAAM, HMG	Gear	2"
Grizzly Devastator	29	5	1	W/G:6	8	7	+0	+0	-1	HBZ (Manip), HSG (Manip), MFC, MIRP (Link) (L&R Shoulders), HMG	Gear	2"
Polar Grizzly	25	5	1	W/G:6	8	7	+0	+0	-1	MGL (Manip), MFM, LSMG, MSG (Manip), LVB (Manip), HMG, Climbing Gear, Armored Jacket	Gear	2"
Assault Grizzly	26	5	1	W/G:6	8	7	+0	+0	-1	HSC (Manip), MFM, LSMG, HCW (Manip), HMG, Armored Jacket	Gear	2"
Inferno Grizzly	26	6	1	W/G:6	8	7	+0	+0	-1	HFL (Manip), MRP (Shoulder), HIRP (Shoulder), LSMG, LVB (Manip), Fireproofing, Field Armor	Gear	2"
Thunder Grizzly Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-
Hands, Quick Response System, Towhook												



Code Name:	Hunter
Manufacturer:	Northco
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	6,627 kg / 14,610 lbs

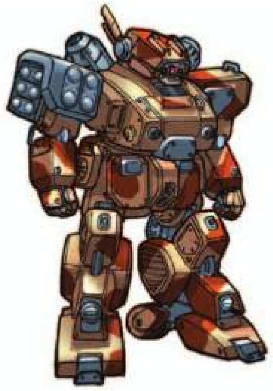
The Hunter Gear was the first purpose-built combat walker on Terra Nova, the forerunner of all subsequent Northern league designs, and remains among the most produced gears still in active service. Refitted several times to keep it competitive, its greatest strength has always been the simplicity and ruggedness of the chassis.



Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Hunter	13	1	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LPZ, LAPGL	Gear	1.5"
Hunter Gunner	15	2	1	W/G:6	6	7	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Hunter UC	13	2	1	W/G:6	6	7	+0	+0	-1	MFC (Manip), LVB (Manip), LRP (Shoulder), LPZ, LAPGL	Gear	1.5"
Assault Hunter	15	2	1	W/G:6	6	7	+0	+0	-1	MSC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Destroyer Hunter	15	2	1	W/G:6	6	7	+0	+0	-1	MBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Wildfire Hunter	15	3	1	W/G:6	6	7	+0	+0	-1	MAC (Manip), LVB (Manip), LIRP (Shoulder), LFRG	Gear	1.5"
Arrow Hunter	15	3	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Hunter Pathfinder	17	4	1	W/G:6	6	7	+0	+0	-1	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL, LPZ, Recon Sensors	Gear	1.5"
Rabid Hunter	17	1	1	W/G:6	6	7	+0	+0	-1	LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL, LPZ, Field Armor	Gear	1.5"
Hunter Zerstorer	17	3	1	W/G:6	6	7	+0	+0	-1	LBZ (Manip), MFC (Manip), LVB, MRP (Shoulder), LAPGL, Field Armor	Gear	1.5"
Hunter Zerstorer A	19	4	1	W/G:6	6	7	+0	+0	-1	LBZ (Manip), MFC (Manip), LVB, MRP (Shoulder), LAPGL, Field Armor, Armored Jacket	Gear	1.5"
Hunter Minelayer	10	1	1	W/G:6	6	7	+0	+0	-1	LP (Manip), MSG (Manip), Minelaying Gear: 3	Gear	1.5"
Hunter NBC	12	3	1	W/G:6	6	7	+0	+0	-1	LP (Manip), LVB (Manip), LGM, LPZ, LAPGL, Hazardous Enviornment Kit, Life Support, Resist: Haywire	Gear	1.5"
Assault Hunter AC	9	1	1	W/G:6	6	7	+0	+0	-1	LP (Manip), LVB (Manip), Supply Storage	Gear	1.5"
Mountain Hunter	18	4	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), MCW (Manip), MRP (Shoulder), LFM, Climbing Gear	Gear	1.5"
Night Hunter	15	5	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Stealth Kit, Spotlight	Gear	1.5"
Desert Tankhunter	13	1	1	W/G:6	6	7	+0	+0	-1	LRBZ (Manip), LVB (Manip), LRP (Shoulder), LPZ, LAPGL, Reinforced Cockpit	Gear	1.5"
Hunter MP	15	3	1	W/G:6	6	7	+0	+0	-1	MFC (Manip), MCW (Manip), LPZ, LAPGL, Airborne Deployment Rig, Shield, Brawler:1, Intimidating	Gear	1.5"
Headhunter Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Ubiquitous, Widespread												

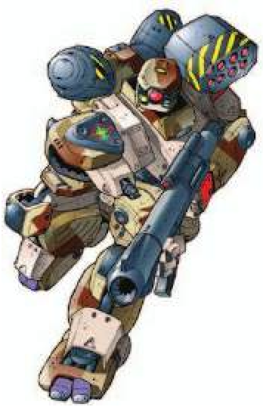
Code Name:	Hunter XMG
Manufacturer:	Northco
Unit Type:	Strike Gear
Height:	4.3 m / 14.1 ft
Weight:	7,122 kg / 15,701 lbs
The success of the Hunter made it a basis for future gear design. The XMG represents a leap in capabilities with improvements in fire control and maneuverability. The high fuel consumption rates of the XMG don't worry the commanders, but the supply officers don't like it.	



Location	Stock	Strip
Torso	6	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

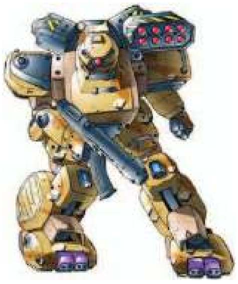
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Hunter XMG	21	4	1	W/G:7	6	7	+1	+1	+0	MAC (Manip), LCBL (Manip), MRP (Shoulder)	Gear	1.5"
Rabid Hunter XMG	21	4	1	W/G:7	6	7	+1	+1	+0	LGL (Manip), LCBL (Manip), MRP (Shoulder)	Gear	1.5"
Destroyer Hunter XMG	21	4	1	W/G:7	6	7	+1	+1	+0	MBZ (Manip), LCBL (Manip), MRP (Shoulder)	Gear	1.5"
Assault Hunter XMG	22	4	1	W/G:7	6	7	+1	+1	+0	MSC (Precise) (Manip), LCBL (Manip), LFRG, Ram Plate	Gear	1.5"
Wildfire Hunter XMG	21	4	1	W/G:7	6	7	+1	+1	+0	MAC (Manip), LCBL (Manip), LIRP (Shoulder)	Gear	1.5"
Arrow Hunter XMG	22	4	1	W/G:7	6	7	+1	+1	+0	MAC (Manip), LCBL (Manip), LATM (Shoulder)	Gear	1.5"
Spearhead Hunter XMG	27	5	1	W/G:7	6	7	+1	+1	+1	HAC (Manip), LCBL (Manip), MRP (Shoulder), ECCM Suite, Satellite Uplink	Gear	1.5"
Hunter XMG Prototype	23	4	1	W/G:8	6	6	+1	+1	+0	LAC (Manip), LVB (Manip), MRP (Shoulder), LPZ	Gear	1.5"
Melee Specialist Upgrade	+2	+1	-	-	-	-	-	-	-	- LCBL (Manip), + MVB (Manip), - Brawler:1, + Brawler:2	-	-
Ram Plate Upgrade	+1	-	-	-	-	-	-	-	-	+ Ram Plate	-	-
Hands, Brawler:1, Buckler												

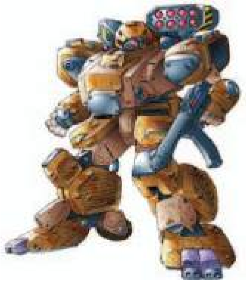
Code Name:	Jaguar
Manufacturer:	Northco
Unit Type:	Strike Gear
Height:	4.6 m / 15 ft
Weight:	7,123 kg / 15,704 lbs
One of the most advanced gears in the Northern armed forces, the Jaguar was developed by Northco in the early 1900s as a possible successor of the Hunter. Only the high cost of the machine prevented this from happening. The Jaguar features an exceptional balance of speed, firepower, and agility.	



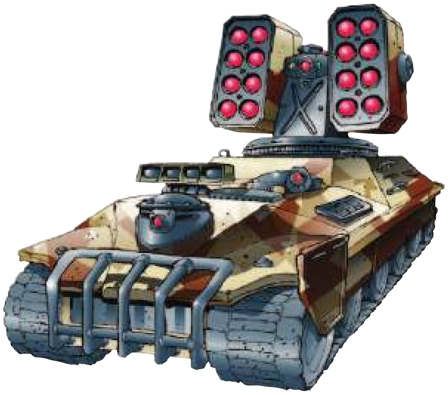
Location	Stock	Strip
Torso	7	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	2	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Jaguar	20	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Destroyer Jaguar	20	5	1	W/G:7	7	6	+1	+1	+0	MBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Flash Jaguar	22	6	1	W/G:7	7	6	+1	+1	+0	LLC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Sniper Jaguar	22	6	1	W/G:7	7	6	+1	+1	+0	HRF (Bipod, Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Assault Jaguar	20	5	1	W/G:7	7	6	+1	+1	+0	MSC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Arrow Jaguar	21	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Fire Jaguar	22	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Link) (L&R Shoulders), LAPGL	Gear	1.5"
Wildfire Jaguar	20	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), LIRP (Shoulder), LAPGL	Gear	1.5"
Flak Jaguar	20	5	1	W/G:7	7	6	+1	+1	+0	MAAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Jaguar MP	19	5	1	W/G:7	7	6	+1	+1	+0	MFC (Manip), MCW (Manip), MPZ, LAPGL, Brawler:1, Shield, Intimidating	Gear	1.5"
Pathfinder Jaguar	23	7	1	W/G:7	7	6	+1	+1	+0	HRF (Manip), LVB (Manip), MPZ, LAPGL, Recon Sensors, Extended Fuel Tanks	Gear	1.5"
Mountain Jaguar	22	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL, Climbing Gear	Gear	1.5"
Magma Jaguar	19	5	1	W/G:7	7	6	+1	+1	+0	MFL (Manip), LVB (Manip), LIRP (Shoulder), LAPGL, Fireproofing	Gear	1.5"
Night Jaguar	24	6	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Link) (L&R Shoulders), LAPGL, Stealth Kit	Gear	1.5"
Thunder Jaguar Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Seccom Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECCM Suite	-	-
Predator Upgrade	+2	+1	-	-	-	-	-	-	-	- LRP (Shoulder), + MRP (Shoulder)	-	-
Strike Upgrade	+0	+0	-	-	-	-	-	-	-	- LRP (Shoulder), + LIRP (Shoulder)	-	-
Hands, Early Warning System, Airborne Deployment Rig												

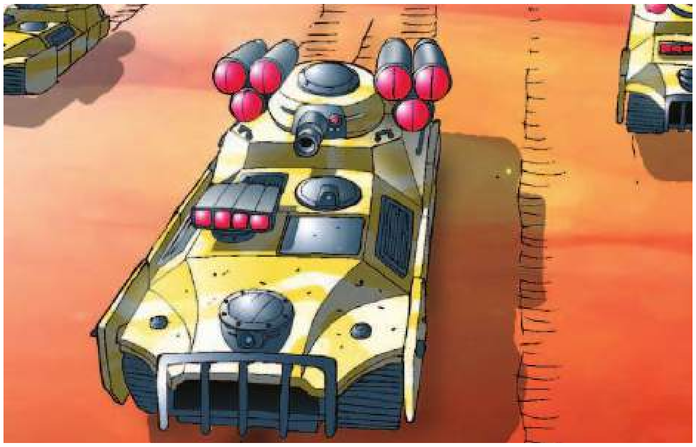


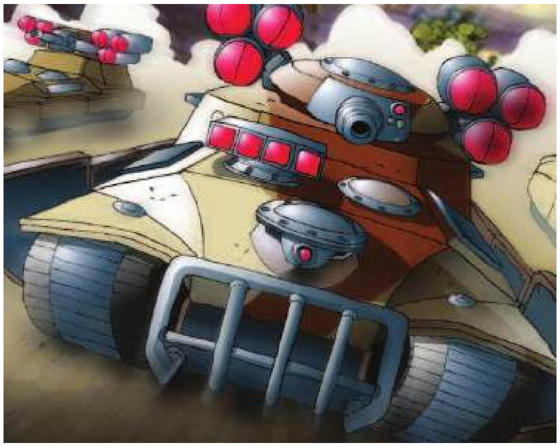


Code Name:	Jaxon
Manufacturer:	Norlight Industries
Unit Type:	Rocket Support Tank
Height:	3.4 m / 11.2 ft
Weight:	26,870 kg / 59,239 lbs
The Jaxon rocket artillery carrier delivers a firestorm of death over an expanded area. Due to its role as a long ranged support platform, the Jaxon is more lightly armored than its progenitor. Its fire control system has also been simplified, as the wide area saturation effect precludes the need for accuracy.	

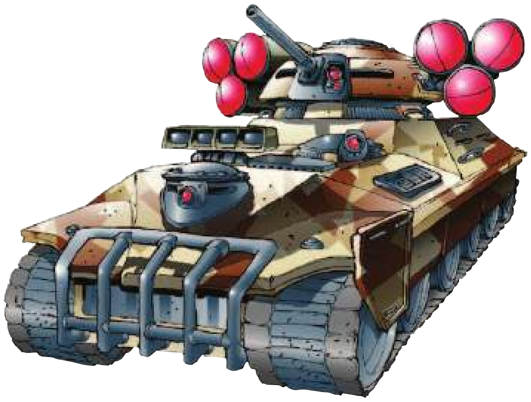


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Jaxon	30	6	2	G:6	8	8	+0	-1	-1	HAR (T, Linked), MAPGL, Smoke Launchers, Rugged Terrain Refit	Veh	1.5"





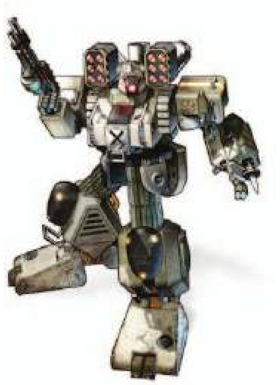
Code Name:	Klemm
Manufacturer:	Norlight Industries
Unit Type:	Light Tank
Height:	2.5 m / 8.2 ft
Weight:	25,650 kg / 34,502 lbs
The Klemm is a light, fast tank that is armed with a bank of six anti-tank missiles that allows it to punch above its weight against heavier enemy armor or provide fire support for spotter units equipped with target designators. The chassis is very modular for a tank, and has been used as a basis for many variants.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Klemm	34	6	2	G:6	8	9	+0	-1	-1	MAC (T), MATM (T, Extra Ammo:4), MAPGL, Smoke Launchers, Rugged Terrain Refit, Widespread, Ram Plate	Veh	1"
Bandit Hunter Klemm	34	6	2	G:6	8	9	+0	-1	-1	HMG (Auto), HRF (T), MRP (T), MAPGL, Smoke Launchers, Rugged Terrain Refit, Widespread, Ram Plate	Veh	1"
Klemm Chaser	32	6	2	G:7	8	9	+0	-1	-1	MAC (T), MAAC (T), MAPGL, Smoke Launchers, Rugged Terrain Refit	Veh	1"
Klemm CBS	34	6	2	G:6	8	9	+0	-1	-1	MAC (T), MAPGL, Smoke Launchers, Rugged Terrain Refit, Counter Battery System	Veh	1"
Snake Eater Klemm	38	7	2	G:6	8	9	+0	-1	-1	LRG (T), LRC (T), LATM (T, Extra Ammo:4), MAPGL, Smoke Launchers, Rugged Terrain Refit	Veh	1"

Code Name:	Koala
Manufacturer:	Northco/Riley Weapons Systems
Unit Type:	Paratrooper Gear
Height:	4.8 m / 15.8 ft
Weight:	8,020 kg / 17,681 lbs

The Koala started as a design to upgrade the aging Bear fire support gear. The Koala, or “Drop Bear” as pilots like to call it, provides paratrooper squads with access to heavier firepower allowing them to undertake a wider range of missions.

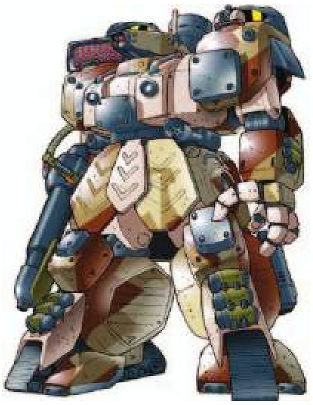


Location	Stock	Strip
Torso	5	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Koala	18	6	1	W/G:6	7	6	+0	+0	-1	HAC/LGL (Manip), MSG (Manip), MRP (Link) (L&R Shoulders), HMG	Gear	2"
Sniper Koala	19	6	1	W/G:6	7	6	+0	+0	-1	HAC (Precise) (Manip), MSG (Manip), MRP (Link) (L&R Shoulders), HMG	Gear	2"
Destroyer Koala	18	6	1	W/G:6	7	6	+0	+0	-1	HBZ (Manip), MSG (Manip), MRP (Link) (L&R Shoulders), HMG	Gear	2"
Chaingun Koala	20	6	1	W/G:6	7	6	+0	+0	-1	HRC (Manip), MSG (Manip), MRP (Link) (L&R Shoulders), HMG	Gear	2"
Pathfinder Koala	19	6	1	W/G:6	7	6	+0	+0	-1	HRF (Manip), MSG (Manip), MRP (Link) (L&R Shoulders), HMG	Gear	2"
Killer Koala	18	6	1	W/G:6	7	6	+0	+0	-1	HAC/MFL (Manip), MSG (Manip), MIRP (Link) (L&R Shoulders), HMG (Link)	Gear	2"
Command Upgrade	+3	+1	-	-	-	-	-	-	+0	+ Satellite Uplink, + ECCM Suite	-	-
Hands, Brawler:1, Airborne Deployment Rig												

Code Name:	Kodiak
Manufacturer:	Northco / Shaian
Unit Type:	Heavy Assault Gear
Height:	5.2 m / 17.1 ft
Weight:	10,485 kg / 23,115 lbs

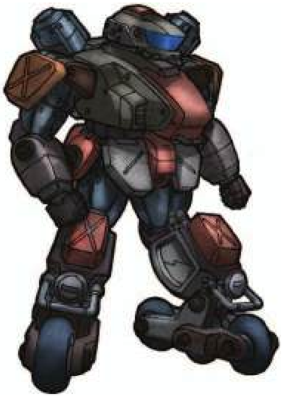
The Kodiak was developed during the War of the Alliance as a counter to CEF light hovertanks. It sports tougher armor than the Grizzly, and its light anti-tank missile is an upgraded version of the Badger’s tried and true anti-tank missile system. It is a badge of honor for any CNCS gear pilot to be assigned to a Kodiak.



Location	Stock	Strip
Torso	7	17
R Manip	0	4
L Manip	0	4
R Shoulder	0	4
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Kodiak	38	9	1	W/G:5	9	7	+1	+0	-1	MPA (Manip), MVB (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Chaingun Kodiak	38	9	1	W/G:5	9	7	+1	+0	-1	HRC (Manip), MVB (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Destroyer Kodiak	36	9	1	W/G:5	9	7	+1	+0	-1	HBZ (Manip), MVB (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Northstar Kodiak	38	9	1	W/G:5	9	7	+1	+0	-1	HLC (Manip), HVB (Reach:3) (Manip), Shield (Shoulder), HMG (Link), HAPGL	Gear	2"
Sledge Kodiak	31	9	1	W/G:5	9	7	+1	+0	-1	HAC (Manip), MVB (Manip), MRP (Link) (L&R Shoulder), HMG (Link), MAPGL	Gear	2"
Kodiak Mettle	38	9	1	W/G:5	9	7	+1	+0	-1	MPA (Manip), HRS (Manip), HMG (Link), MAPGL	Gear	2"
Hands, Intimidating, Rare, Advanced Control System												

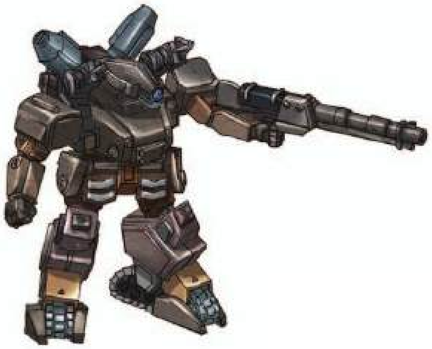
Code Name:	Leopard
Manufacturer:	Shaian Mechanics
Unit Type:	Mountaineering Gear
Height:	4.2 m / 13.8 ft
Weight:	5,425 kg / 11,960 lbs
Originally conceived as a rally/arena gear, the Leopard has found its home within the ranks of the CNCS. Its light weight and air-droppable design, along with the later addition of climbing equipment, has created a great mountaineering gear able to traverse any terrain with ease as well as respond to any threat.	



Location	Stock	Strip
Torso	6	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Leopard	17	4	1	W/G:7	6	6	+0	+1	-1	MAC/LFC (Manip), LCW (Manip), LRP (Shoulder), MFRG, MSG	Gear	1.5"
Leopard Grenadier	17	4	1	W/G:7	6	6	+0	+1	-1	MAC/LGL (Manip), LCW (Manip), LRP (Shoulder), MFRG, MSG	Gear	1.5"
Leopard Wildfire	17	4	1	W/G:7	6	6	+0	+1	-1	MAC/LFL (Manip), LCW (Manip), LRP (Shoulder), MFRG, MSG	Gear	1.5"
Leopard Flash	21	5	1	W/G:7	6	6	+0	+1	-1	MRL (Manip), LCW (Manip), LRP (Shoulder), MFRG, MSG	Gear	1.5"
Chaingun Leopard	19	4	1	W/G:7	6	6	+0	+1	-1	MRC (Manip), LCW (Manip), LRP (Shoulder), MFRG, MSG	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Climbing Gear												

Code Name:	Lion
Manufacturer:	Northco
Unit Type:	Heavy Strike Gear
Height:	4.7 m / 15.4 ft
Weight:	8,200 kg / 18,078 lbs
A heavy strike gear designed by Northco, the Lion uses lessons learned from Jaguars and Kodiaks. It is fast for a machine of its size, and has remarkable agility for a large gear due to the latest in gyro designs. While access to the Lion has been somewhat limited, Northco hopes to meet the growing demand soon.	

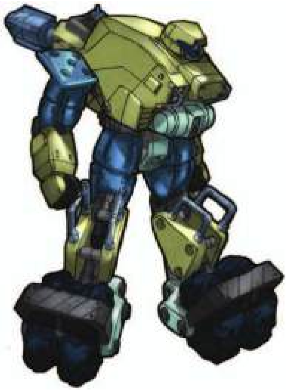


Location	Stock	Strip
Torso	7	13
R Manip	0	3
L Manip	3	3
R Shoulder	0	2
L Shoulder	0	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Lion	23	5	1	W/G:6	7	8	+0	+0	-1	HAC (Manip), MAR, LAPGL	Gear	1.5"
Lightning Lion	27	6	1	W/G:6	7	8	+0	+0	-1	MPA (Manip), MAR, LAPGL	Gear	1.5"
Lion Initiate	25	6	1	W/G:6	7	8	+0	+0	-1	HRC (Manip), MAR, LAPGL	Gear	1.5"
Strike Lion	21	5	1	W/G:6	7	8	+0	+0	-1	MBZ (Manip), MAR, LAPGL	Gear	1.5"
Assault Lion	21	5	1	W/G:6	7	8	+0	+0	-1	MSC (Manip), MAR, LAPGL	Gear	1.5"
Flash Lion	25	6	1	W/G:6	7	8	+0	+0	-1	LLC (Manip), MAR, LAPGL	Gear	1.5"
Sniper Lion	23	5	1	W/G:6	7	8	+0	+0	-1	HRF (Manip), MAR, LAPGL	Gear	1.5"
Rabid Lion	24	5	1	W/G:6	7	8	+0	+0	-1	MGL (Manip), MAR, LAPGL	Gear	1.5"
Inferno Lion	23	5	1	W/G:6	7	8	+0	+0	-1	MFL (Manip), MIAR, LAPGL, Fireproofing	Gear	1.5"
Gunnery Upgrade	+2	+1	-	-	-	-	+1	-	-	-	-	-
Thunder Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite. + Satellite Uplink	-	-
Seccom Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECCM Suite	-	-
Rocket Refit	+0	+0	-	-	-	-	-	-	-	- Climbing Gear, + MRP (Link) (L&R Shoulder)	-	-
Hands, Brawler: 2, MSG (Link) (Torso), Climbing Gear												

Code Name:	Lynx
Manufacturer:	Western Armories
Unit Type:	Light Patrol Gear
Height:	4.0 m / 13.1 ft
Weight:	4,510 kg / 9,943 lbs

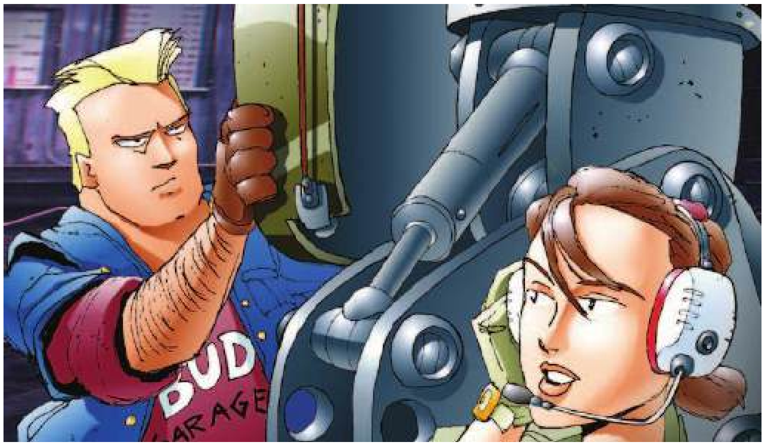
Although officially designated as a gear, many would consider the Lynx to be more akin to a transformable power armor system. It's commonly used as a rapid response gear attached directly to infantry companies. Commanders appreciate having a Lynx on speed dial that can respond faster than most gears.



Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

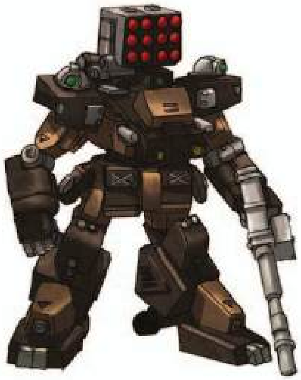
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Lynx	10	1	1	W/G:8	4	6	+0	+0	-1	LSMG (Manip), LVB (Manip), LFRG, Exposed Pilot	Gear	1"
Armored Upgrade	+2	+1	-	-	5	-	-	-	-	+ LPZ, - Exposed Pilot	-	-

Hands, Early Warning System, Low Maintenance



Code Name:	Mad Dog R
Manufacturer:	Western Armories
Unit Type:	Heavy Trooper Gear
Height:	4.8 m / 15.8 ft
Weight:	8,690 kg / 19,158 lbs

The Mad Dog uses a similar drive system to the Bear. While the aging gear is quickly becoming a rare sight, the Mad Dog is a common trooper gear in the WFP where cost is a major concern. Many famous pilots, such as Kyle Trudel, have piloted a Mad Dog in arena championships simply because opponents underestimate it.



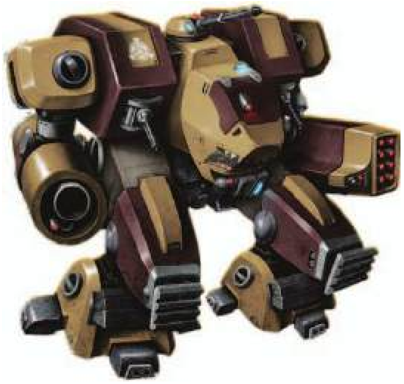
Location	Stock	Strip
Torso	4	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Mad Dog R	16	4	1	W/G:5	7	6	+0	+0	-1	HAC (Manip), LVB (Manip), MRP (Link), MMG (Link)	Gear	2"
Strike Mad Dog R	14	3	1	W/G:5	7	6	+0	+0	-1	MBZ (Manip), LVB (Manip), MRP (Link), MMG (Link)	Gear	2"
Dogfire R	16	5	1	W/G:5	7	6	+0	+0	-1	LFG (Manip), LVB (Manip), MRP (Link), MMG (Link)	Gear	2"
Mad Dog Special	18	5	1	W/G:5	7	6	+0	+0	-1	HAC (Manip), LVB (Manip), MATM (Link), MMG (Link)	Gear	2"
Original Spec	-1	+0	-	-	-	-	-	-	-	- MRP (Link), + HRP	-	-

Hands, Low Tech, Widespread

Code Name:	Mammoth
Manufacturer:	Hartmore Motor Company
Unit Type:	Assault Strider
Height:	7.2 m / 23.6 ft
Weight:	36,550 kg / 80,579 lbs

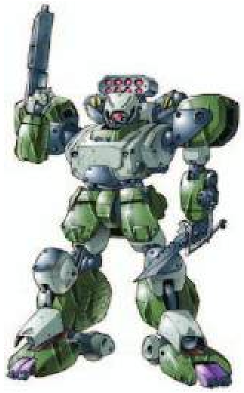
The most common strider used by the CNCS forces, the Mammoth has been in service for almost 100 cycles. Northerners everywhere beam with pride when they spot a Mammoth because of its rich history. All variants are armed with a battery of heavy weapons and if needed, they can replace the automated machine guns with anti-personnel grenade launchers.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Mammoth	54	7	2	W/G:5	11	10	+0	-1	+0	MATM, HSC (Precise), LRC (Auto), 2x MMG (Auto), MCW, Quick Response System, Lumbering, Target Designator	Str	2"
Tusked Mammoth	56	7	2	W/G:5	11	10	+0	-1	+0	MATM, HGL (Precise), LRC (Auto), 2x MMG (Auto), MCW, Quick Response System, Lumbering, Target Designator	Str	2"
Feral Mammoth	53	7	2	W/G:5	11	10	+0	-1	+0	HSC (Apex), HGL (Precise), LRC (Auto), 2x MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Assault Mammoth	53	7	2	W/G:5	11	10	+0	-1	+0	2x HSC (Apex), MRC (Auto), 2x MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Savage Assault Mammoth	57	7	2	W/G:5	11	10	+0	-1	+0	2x HGL (Precise), MRC (Auto), 2 X MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Rabid Assault Mammoth	54	7	2	W/G:5	11	10	+0	-1	+0	HGL (Precise), HRC (Apex)/HFC (Auto), 2x MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Brawler Mammoth	51	7	2	W/G:5	11	10	+0	-1	+0	2x HRC (Apex)/HFC, 2x MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Rabid Brawler Mammoth	52	7	2	W/G:5	11	10	+0	-1	+0	HRC/HFC, HGL (Precise), 2x MMG (Auto), MCW, Quick Response System, Lumbering	Str	2"
Bombardment Mammoth	60	7	2	W/G:5	11	10	+0	-1	+0	2x MAAC, 2x LFG, MCW, Quick Response System, Lumbering, Target Designator	Str	2"
Damocles A2	64	8	2	W:4	11	10	+0	-1	+0	HAG, 2x LPL (Flak), MMG (Link), MCW, Quick Response System, Lumbering, Hands, Anti Missile System	Str	2"
Mastodon	57	7	2	W/G:5	11	10	+0	-1	+0	HRC, HSC (Apex), HGL (Precise), HFC (Auto), MCW, High Maintenance	Str	2"
Command Mammoth	58	8	2	W/G:5	11	10	+0	-1	+1	HSC (Precise), MRC (Auto), 2x MMG (Auto), HCW (Apex), Hands, Quick Response System, Anti-Missile System, Brawler:2, Satellite Uplink, ECCM Suite, Lumbering	Str	2"
Sledgehammer Upgrade	+4	+1	-	-	-	-	-	-	-	+ 2x MAR	-	-
Aegis Upgrade	+0	+0	-	-	-	-	-	-	-	- 2x MMG (Auto), + HAPGL (Auto)	-	-

*The Aegis and Sledgehammer Upgrades may not be applied to Damocles A2 or Mastodon variants.

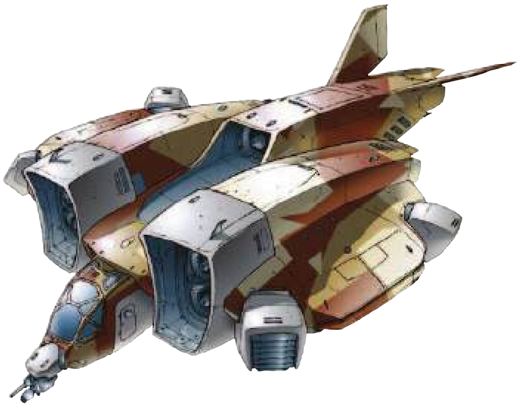
Code Name:	Nemesis Jaguar
Manufacturer:	Northco
Unit Type:	Dueling Gear
Height:	4.6 m / 15.1 ft
Weight:	7,100 kg / 15,653 lbs
The Nemesis Jaguar is more of an unapproved field variant that some commanders choose to use. They argue that the dueling capabilities are a tool that can both enhance the performance of the surrounding troops and intimidate the enemy at the same time. Nemesis Jaguars are typically piloted by the best of the best.	



Location	Stock	Strip
Torso	7	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

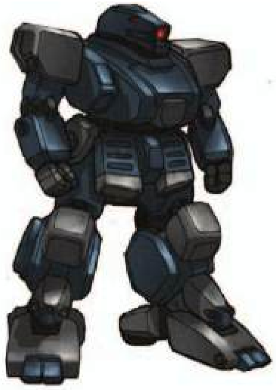
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Nemesis Jaguar	26	5	1	W/G:8	7	6	+1	+1	+0	MAC (Manip), LSG (Manip), LVB (Manip), MRP (Shoulder)	Gear	1.5"
Southern Special Nemesis Jaguar	27	5	1	W/G:8	7	6	+1	+1	+0	MAC (Manip), LSG (Manip), LVR (Manip), MRP (Shoulder)	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Brawler:1, Rare, Advanced Control System, Reinforced Cockpit												

Code Name:	Orca
Manufacturer:	Northco
Unit Type:	Aerial Transport
Height:	9.8 m / 32.15 ft
Weight:	100,500 kg / 221,564 lbs
Orcas are often seen ferrying vehicles or gears over large distances in the North. Paratrooper units also use the Orca for their combat drops. Nearly every CNCS military base or formation has some Orcas attached to them. From supply runs to rapid insertions, the venerable Orca can do it all.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Orca	95	4	2	H:16	6	20	-1	+0	-1	MAC (T), Transport: 2 Vehicles or 6 Gears, Comms Suite	Veh, VTOL	3.5"

Code Name:	Panther
Manufacturer:	Northco
Unit Type:	Commando Gear
Height:	4.6 m / 15.1 ft
Weight:	7,123 kg / 15,704 lbs
The Panther stealth gear is only available in very small numbers. Its advanced systems include a Racetech rubberized absorbent coating, an electric battery/turbine silent-running power, and a silenced 40mm heavy rifle. The Panther brings death to enemies of the CNCS, striking in utter silence.	

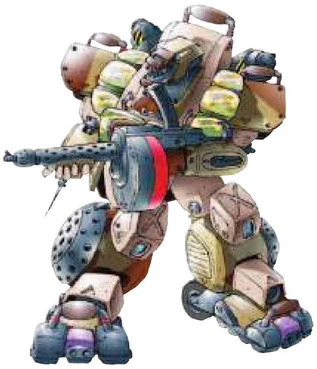


Location	Stock	Strip
Torso	10	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Panther	26	8	1	W/G:7	7	6	+1	+1	+0	MAC (Precise, Silent) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Panther Sniper	22	8	1	W/G:7	7	6	+1	+1	+0	HRF (Bipod, Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit, Target Designator, Recon Sensors, High Tech, High Maintenance												

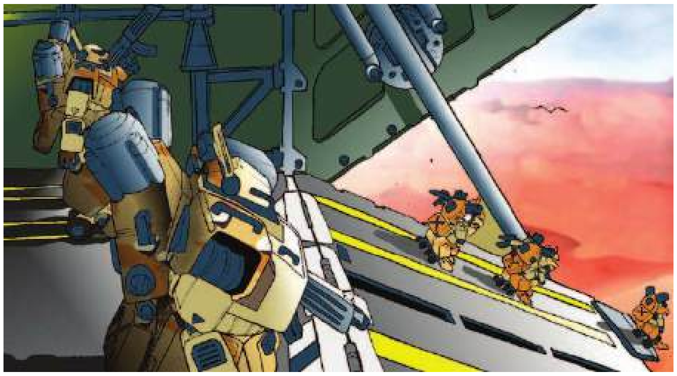
Code Name:	Para Cheetah
Manufacturer:	Shaian Mechanics
Unit Type:	Paratrooper Gear
Height:	4.1 m / 13.5 ft
Weight:	5,010 kg / 11,045 lbs

Given the vast distances to cover and the importance of a quick reaction force, it was inevitable that a Cheetah Paratrooper would come to be. Just as with the base Cheetah, this cat can strike hard and disappear before the enemy knows what hit them. Cheetah pilots are usually very happy with their assignments to this gear.



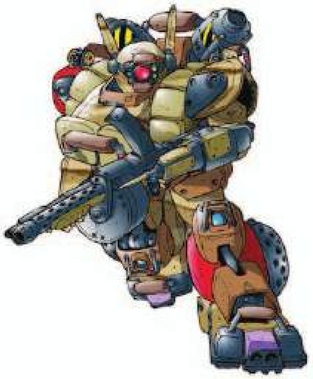
Location	Stock	Strip
Torso	2	6
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Para Cheetah	17	6	1	W/G:9	5	6	+0	+1	+1	LSMG (Manip), LSG (Manip), ECCM Suite	Gear	1.5"
Para Strike Cheetah	18	6	1	W/G:9	5	6	+0	+1	+1	LRBZ (Manip), LSG (Manip)	Gear	1.5"
Para Cheetah Grenadier	20	6	1	W/G:9	5	6	+0	+1	+1	LAC/LGL (Manip), LSG (Manip)	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, ECM Suite, Target Designator, Recon Sensors												



Code Name:	Para Hunter
Manufacturer:	Northco
Unit Type:	Paratrooper Gear
Height:	4.3 m / 14.1 ft
Weight:	6,520 kg / 14,374 lbs

After the success of the Hunter, Norguard high command ordered that a variant be developed exclusively for paratrooper duties, since the base chassis was readily available. It is easy to modify, as it is still basically a Hunter.

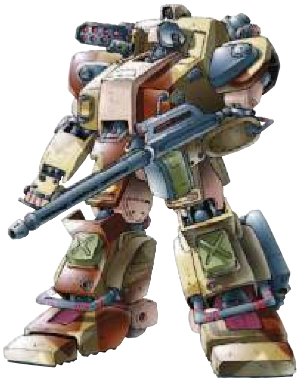


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Para Hunter	15	4	1	W/G:6	6	7	+0	+0	-1	LAC/LGL(Manip), LSG (Manip), LAPGL	Gear	1.5”
Para Strike Hunter	13	4	1	W/G:6	6	7	+0	+0	-1	LBZ(Manip), LSG (Manip), LAPGL	Gear	1.5”
Para Mortar Hunter	15	4	1	W/G:6	6	7	+0	+0	-1	LAC(Manip), LSG(Manip), LFM	Gear	1.5”
Para Wildfire Hunter	15	4	1	W/G:6	6	7	+0	+0	-1	MAC (Manip), LSG (Manip), LIRP (Shoulder), LFRG	Gear	1.5”
Headhunter Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Airborne Deployment Rig, Low Maintenance												

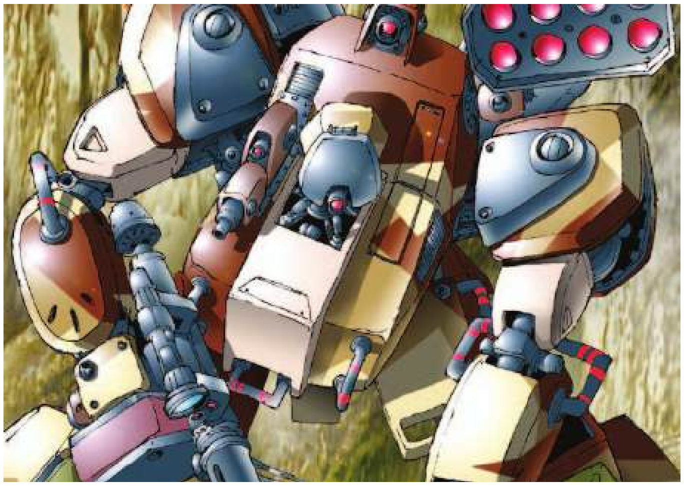
Code Name:	Razorback
Manufacturer:	Northco
Unit Type:	Assault Gear
Height:	4.7 m / 15.4 ft
Weight:	8,134 kg / 17,932 lbs

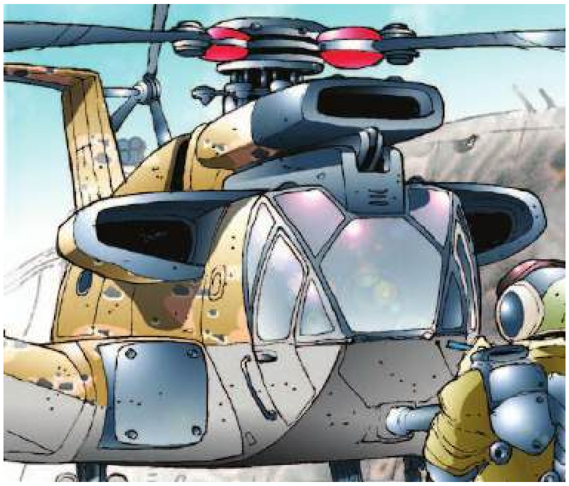
The Razorback is ruggedly constructed and its snub cannon can make short work of any tank, while the heavy rotary cannon variant can mince gears wholesale. Despite being almost as old as the Hunter, the Razorback is still employed in UMF and WFP regiments for missions where heavy armor and weapons are required.



Location	Stock	Strip
Torso	6	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

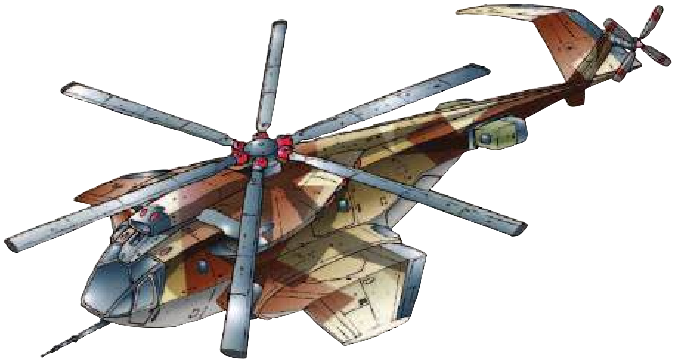
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Razorback	21	6	1	W/G:6	8	7	+0	+0	-1	MSC (Manip), LSMG (Manip), LSG (Manip), MRP, LMG, LAPGL	Gear	1.5"
Peacemaker Razorback	25	6	1	W/G:6	8	7	+0	+0	-1	HRC (Manip), LSMG (Manip), LSG (Manip), MAR, LMG, LAPGL	Gear	1.5"
Flak Razorback	21	6	1	W/G:6	8	7	+0	+0	-1	HAAC (Manip), LSMG (Manip), LSG (Manip), MRP, LMG, LAPGL	Gear	1.5"
Iron Tusk Razorback	24	6	1	W/G:6	8	7	+0	+0	-1	HGL (Manip), LSG (Manip), LRP (Link) (L&R Shoulders), LMG, LAPGL, LFM	Gear	1.5"
Artillery Upgrade	+0	+0	-	-	-	-	-	-	-	- MRP, + LAR	-	-
Hands												





Code Name:	Rock Beetle
Manufacturer:	Skycorp Ltd.
Unit Type:	Transport Helicopter
Height:	3.8 m / 12.5 ft
Weight:	21,000 kg / 46,297 lbs

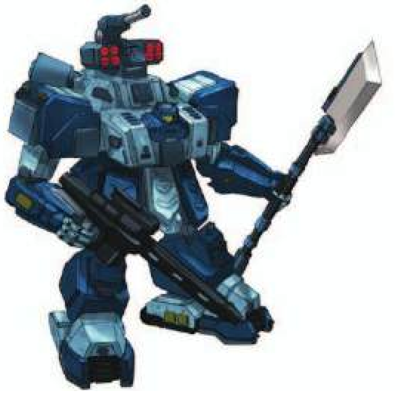
When the North needs to move an infantry unit over a short distance, they use the Rock Beetle. This large transport helicopter can get units where they need to go with ease. Its simple suite of rockets and door gunners offers ample protection, and there is even a medevac version.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Rock Beetle	26	2	2	H:8	8	9	+0	+0	-1	Transport: 30 Infantry, MMG (L), MMG (R), 2x LRP, Early Warning System	Veh, VTOL	2"
Medical Rock Beetle	24	2	2	H:8	8	9	+0	+0	-1	Transport: 20 Infantry, Medical Suite, Early Warning System	Veh, VTOL	2"

Code Name:	Scimitar
Manufacturer:	Northco
Unit Type:	Gear-Strider
Height:	9.2 m / 30.2 ft
Weight:	49,450 kg / 109,019 lbs

Sponsored by the Revisionist Church, the Scimitar is the first gear-strider of the CNCS. Designed with the mountainous terrain of the North in mind, it is outfitted with climbing equipment that also functions in close combat. Powerful weaponry and heavy armor make it a fearsome gear-strider indeed.



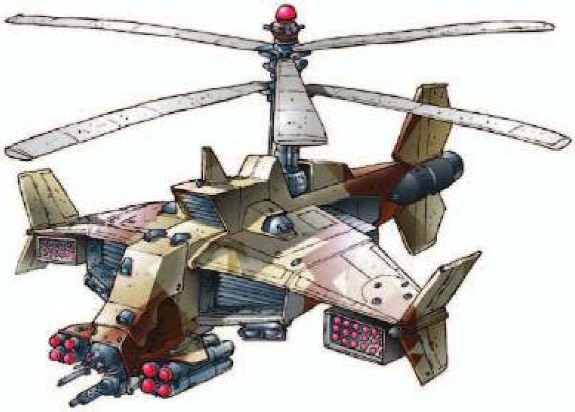
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Scimitar	50	9	2	W/G:6	10	9	+1	-1	+0	HSC (Apex), MSG (Link), HVB (Reach:2), LATM (T), LRC (T, Flak), MAPGL, Hands, Brawler:1, Climbing Gear, Advanced Control System, High Maintenance	Str	3"
Feral Scimitar	53	9	2	W/G:6	10	9	+1	-1	+0	HGL (Apex), MSG (Link), HVB (Reach:2), LATM (T), LRC (T, Flak), MAPGL, Hands, Brawler:1, Climbing Gear, Advanced Control System, High Maintenance	Str	3"
Lightning Scimitar	55	9	2	W/G:6	10	9	+1	-1	+0	HPL (Apex), MSG (Link), HVB (Reach:2), LATM (T), LRC (T, Flak), MAPGL, Hands, Brawler:1, Climbing Gear, Advanced Control System, High Maintenance	Str	3"
Gatling Laser Upgrade	+3	+0	-	-	-	-	-	-	-	- LATM (T) , + MRL (T, Link)	-	-
Crossbow Upgrade	+2	+0	-	-	-	-	-	-	-	- LATM (T), + MATM (T)	-	-
Command Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-

NORGUARD

CONFEDERATED NORTHERN CITY STATES

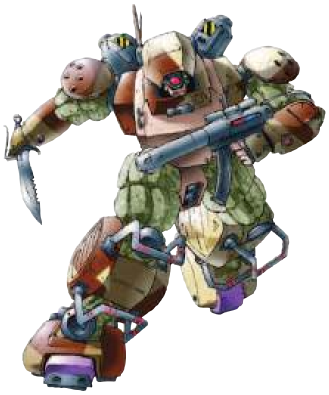
Code Name:	Scorpion
Manufacturer:	Northco-Applefish
Unit Type:	Attack Helicopter
Height:	6.1 m / 20 ft
Weight:	10,000 kg / 22,046 lbs

Gear pilots that survive an encounter with a Scorpion gunship often have traumatic responses to the characteristic sounds of its counter-rotating blades. The propulsion system is highly resistant to damage, and Scorpions have been known to return to base with over 40% damage to their lift surfaces.



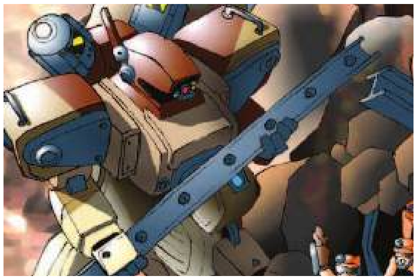
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Scorpion VTOL	47	6	2	H:10	9	8	+0	+0	+0	MAAC, 2x MATM, 2x MRP, Early Warning System, Target Designator	Veh, VTOL	2"

Code Name:	Stripped-Down Hunter
Manufacturer:	Northco
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	5,700 kg / 12,566 lbs
The Stripped-Down Hunter was originally intended to be a recon gear, but its increased speed and lower maintenance costs allowed for a variance in tactical use that many appreciated. Stripped-Down Hunters now see somewhat regular use amongst less prosperous members of the CNCS, as well as numerous outposts.	

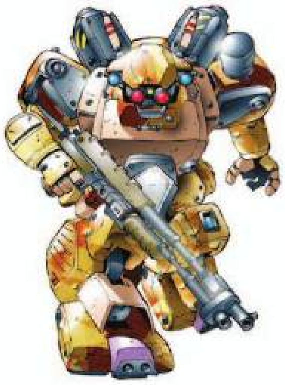


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Stripped-Down Hunter	10	1	1	W/G:7	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LAPGL, LFRG	Gear	1.5”
Stripped-Down Hunter Gunner	12	2	1	W/G:7	5	6	+0	+1	-1	MAC (Manip), LVB (Manip), LAPGL, LFRG	Gear	1.5”
Stripped-Down Hunter UC	9	2	1	W/G:7	5	6	+0	+1	-1	MFC (Manip), LVB (Manip), LAPGL, LFRG	Gear	1.5”
Stripped-Down Assault Hunter	11	2	1	W/G:7	5	6	+0	+1	-1	MSC (Manip), LVB (Manip), LAPGL, LFRG	Gear	1.5”
Stripped-Down Destroyer Hunter	11	2	1	W/G:7	5	6	+0	+1	-1	MBZ (Manip), LVB (Manip), LAPGL, LFRG	Gear	1.5”
Recon Hunter	12	2	1	W/G:7	5	6	+0	+1	-1	MAC (Manip), LVB (Manip), LAPGL, Recon Sensors	Gear	1.5”
Stripped-Down Hunter AG	14	3	1	W/G:7	5	6	+0	+1	-1	LP (Manip), LVB (Manip), LATM (Shoulder) LAPGL	Gear	1.5”
Headhunter Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Ubiquitous, Widespread												



Code Name:	Spearhead Hunter
Manufacturer:	Northco
Unit Type:	Command Gear
Height:	4.3 m / 14.1 ft
Weight:	6,683 kg / 14,733 lbs
More obscure variants of the Hunter have been used with varying degrees of success. The Spearhead Hunter was used by some notable commanders, such as Sam Harris, during the Interpolar War. His actions and the actions of many heroes are part of the reason some of these variants still exist.	

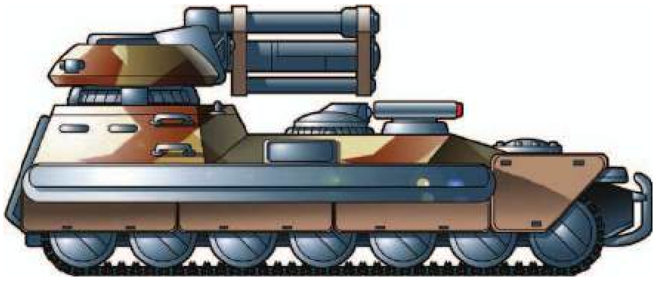


Location	Stock	Strip
Torso	6	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Spearhead Hunter	22	4	1	W/G:6	6	7	+0	+0	+1	HAC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Hands, Satellite Uplink, ECCM Suite, Vuln:Haywire, High Maintenance												

Code Name:	Stormhammer
Manufacturer:	Norlight Industries
Unit Type:	Mortar Tank
Height:	2.51 m / 8.3 ft
Weight:	24,530 kg / 54,079 lbs

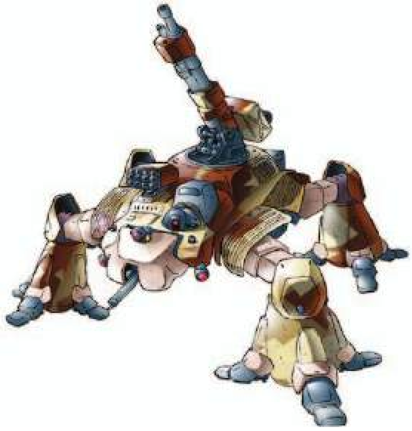
The Stormhammer shares many similarities with the Jaxon in terms of durability and accuracy. Unlike the Jaxon, however, it is a long-range siege platform armed with a single heavy field mortar. The high-intensity blast generated by the munitions from this weapon is effective at reducing enemy fortifications.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Stormhammer	34	6	2	G:6	8	8	+0	-1	-1	HMG (Auto), HFM (T, Demo:2), MAPGL, Smoke Launchers, Rugged Terrain Refit	Veh	1.5"

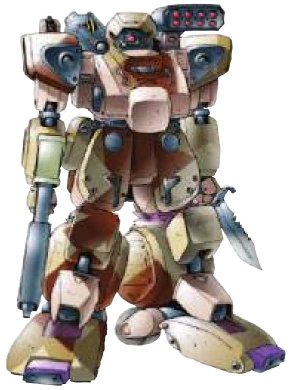
Code Name:	Thunderhammer
Manufacturer:	Northco
Unit Type:	Artillery Strider
Height:	7.8 m / 25.6 ft
Weight:	53,550 kg / 118,058 lbs

The Thunderhammer is a four-legged field artillery strider used by Northern forces for heavy fire support. Its long legs and large feet allow it to traverse regions that are normally impassable by other vehicles. Many of the subsystems are automated so that it functions very efficiently even with only a single pilot and single gunner.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Thunderhammer	62	8	2	W:6	11	8	+0	-1	+0	MRC, MAPR, HFG (T), HAPGL, MCW, Lumbering, Stabilizer	Str	3"
Thunderhammer Lightning	64	8	2	W:6	11	8	+0	-1	+0	MRC, MAPR, HRG (T), HAPGL, MCW, Lumbering, Stabilizer	Str	3"
Thunderhammer Storm	63	8	2	W:6	11	8	+0	-1	+0	MRC, MAPR, 2x HGM (T), HAPGL, MCW, Lumbering, Stabilizer	Str	3"
Thunderhammer Flak	57	8	2	W:6	11	8	+0	-1	+0	HRC (T, Link, Flak), MRC, MAPR, HAPGL, MCW, Lumbering, Stabilizer	Str	3"
Thunderhammer Crossbow	60	8	2	W:6	11	8	+0	-1	+0	MRC, MAPR, 2x HATM (T), HAPGL, MCW, Lumbering, Stabilizer, Anti-Missile System	Str	3"
Recovery Hammer	62	8	2	W:6	11	8	+0	-1	+0	2x MRC, MAPR, HAPGL, MCW, Lumbering, Repair Array, Stabilizer	Str	3"
Bastion Upgrade	+2	+1	-	-	-	-	-	-	-	+ Transport: 20 Infantry	-	-
*The Bastion Upgrade may not be applied to the Recovery Hammer variant.												

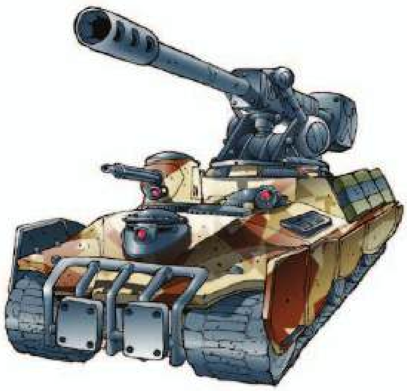
Code Name:	Tiger
Manufacturer:	Northco
Unit Type:	Heavy Trooper
Height:	4.6 m / 15.1 ft
Weight:	7,320 kg / 16,138 lbs
An improved design with more armor and better fire control than the Hunter, the Tiger was developed by Northco. Used by the armies of the Northern hemisphere as a shock trooper and line breaker, the design neither uses nor requires many of the technological advances that have occurred since its entry into military service.	



Location	Stock	Strip
Torso	6	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Tiger	19	3	1	W/G:6	7	7	+1	+1	-1	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Assault Tiger	19	3	1	W/G:6	7	7	+1	+1	-1	MSC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Destroyer Tiger	19	3	1	W/G:6	7	7	+1	+1	-1	MBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tiger Pathfinder	22	5	1	W/G:6	7	7	+1	+1	-1	HRF (Manip), LVB (Manip), MRP (Shoulder), LPZ, LAPGL, Recon Sensors	Gear	1.5"
Strike Tiger	19	3	1	W/G:6	7	7	+1	+1	-1	LRBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Sabertooth Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-
Hands, Widespread												

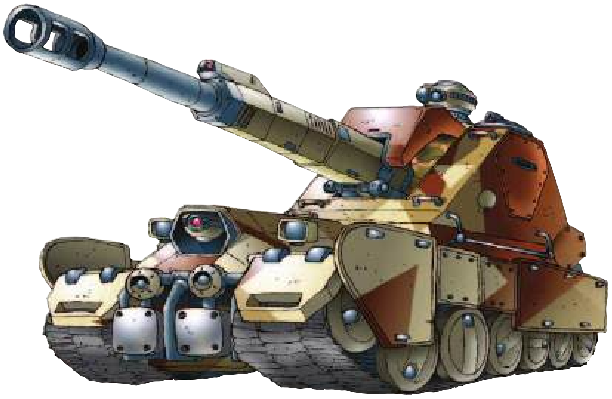
Code Name:	Tyburr
Manufacturer:	Norlight Industries
Unit Type:	Self-Propelled Field Gun
Height:	2.7 m / 8.9 ft
Weight:	28,900 kg / 63,714 lbs
The Tyburr's field gun is capable of delivering multiple types of munitions directly or indirectly. The Tyburr currently serves in the Northern Guard's artillery regiments and is tasked with complimenting defensive positions on the outskirts of various CNCS locations. They are occasionally employed in protracted campaigns.	



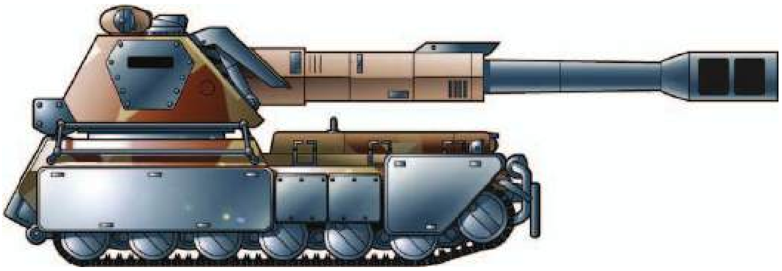
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Tyburr	29	6	2	G:6	8	8	+0	-1	-1	HMG (Auto), MFG (T), MAPGL, Smoke Launchers, Rugged Terrain Refit	Veh	1"

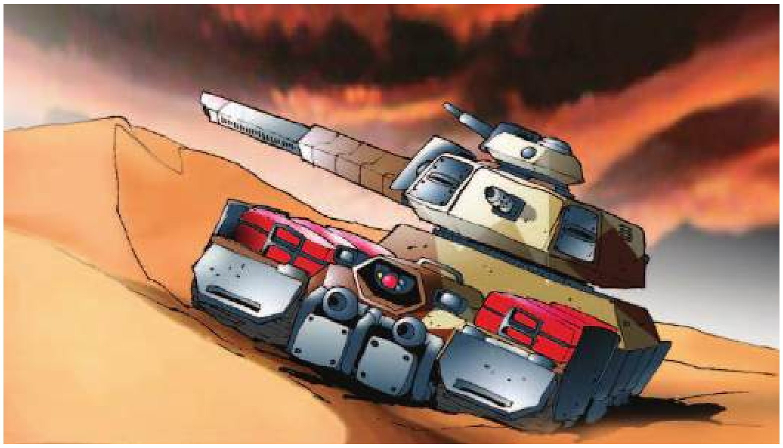
Code Name:	Verder
Manufacturer:	Brok Enterprises
Unit Type:	Heavy Self-Propelled Gun
Height:	3.8 m / 12.5 ft
Weight:	69,200 kg / 152,560 lbs

The Verder is a heavy self-propelled gun based on the hull and drive train of the Aller main battle tank. The upper hull of the MBT accommodates the characteristic 200 mm artillery gun and its associated machinery. The Verder is the pride of several Northern artillery units and the terror of its foes.



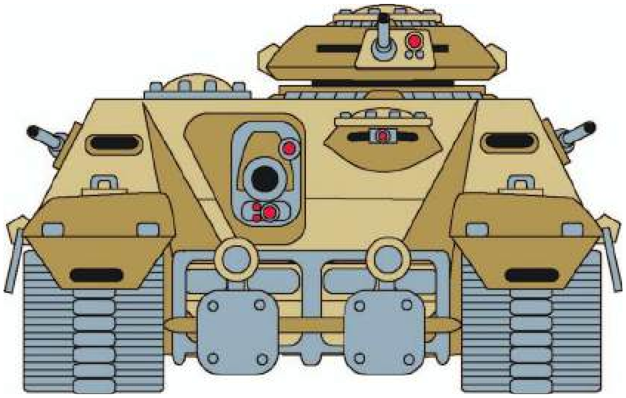
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Verder	48	7	3	G:4	10	8	+0	-1	-1	MLC (T, Flak), HAG, Smoke Launchers, Rugged Terrain Refit	Veh	1.5"





Code Name:	Victor
Manufacturer:	Western Armories
Unit Type:	Self-Propelled Tank Gun
Height:	3 m / 9.86 ft
Weight:	45,230 kg / 99,715 lbs

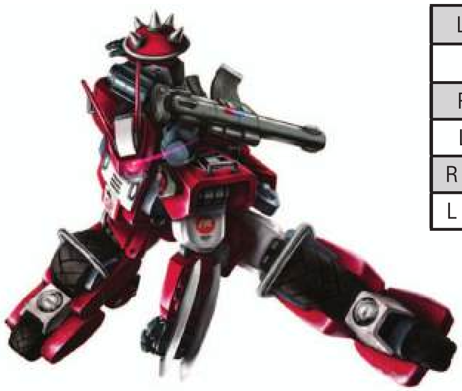
The WFP looked to Western Armories to produce a cheap tank/siege vehicle. The Victor, named after Cristobal Victor, a historic clan head from the Cristobal clan, was the answer. The cost savings on forgoing the use of a turret and several other features make this tank cheap. Its reputation against much more advanced tanks make it popular.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Victor	44	8	3	G:6	10	9	+0	-1	-1	MAC (T), MMG (R, Auto), MMG (L, Auto), LMG (T, Auto), HTG, Smoke Launchers, Rugged Terrain Refit	Veh	1”

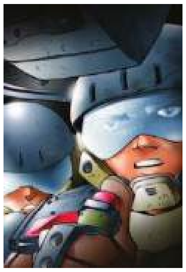
Code Name:	Wildcat
Manufacturer:	Keimuri Gears / Neil Motorworks
Unit Type:	Strike Gear
Height:	4.3 m / 14.1 ft
Weight:	6,580 kg / 14,506 lbs

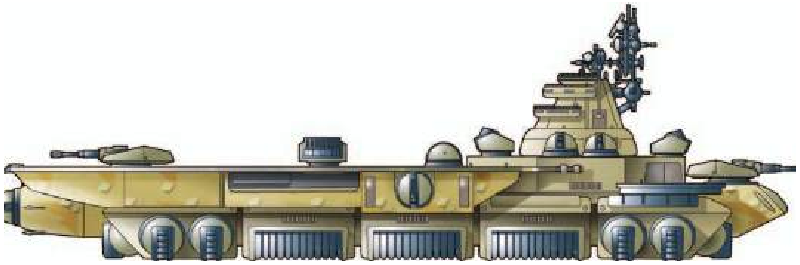
Originally a companion gear to the Hunter, it quickly fell out of favor as pilots preferred the Hunter's better armor and previously reduced fire control systems. Keimuri Gears would find a new market with the WFP where the cheaper and more rugged design was appreciated. Today the Wildcat can often be seen defending Badlands communities against rovers.



Location	Stock	Strip
Torso	5	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

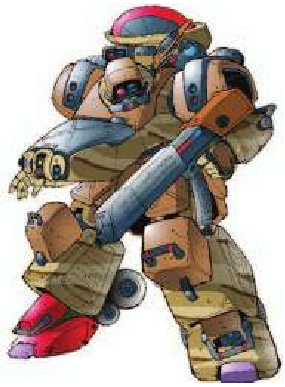
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Wildcat	14	2	1	W/G:8	5	6	+0	+0	-1	LAC (Manip), MVB (Manip), LRP (Shoulder)	Gear	1.5"
Wildcat UC	14	3	1	W/G:8	5	6	+0	+0	-1	MFC (Manip), MVB (Manip), LRP (Shoulder), LPZ	Gear	1.5"
Wildcat Gunner	16	3	1	W/G:8	5	6	+0	+0	-1	MAC (Manip), MVB (Manip), LRP (Shoulder)	Gear	1.5"
Assault Wildcat	16	3	1	W/G:8	5	6	+0	+0	-1	MSC (Manip), MVB (Manip)	Gear	1.5"
Wildcat Fang	14	2	1	W/G:8	5	6	+0	+0	-1	LBZ (Manip), MVB (Manip), LRP (Shoulder)	Gear	1.5"
Rabid Wildcat	18	2	1	W/G:8	5	6	+0	+0	-1	LGL (Manip), MVB (Manip), LRP (Shoulder), Field Armor	Gear	1.5"
Pathfinder Wildcat	18	4	1	W/G:8	5	6	+0	+0	+0	MRF (Manip), MVB (Manip), LRP (Shoulder), ECCM Suite, Recon Sensors	Gear	1.5"
Hands, Early Warning System, Brawler:1, Comms Suite, Low Tech, Low Maintenance, Widespread												





Code Name:	Weasel
Manufacturer:	Keimuri Gears
Unit Type:	EW Gear
Height:	3.4 m / 11.2 ft
Weight:	6,457 kg / 14,235 lbs

This electronic warfare specialist gear is an upgrade of the venerable Ferret design. It retains the basic torso of the Ferret, but employs a more standard leg and drive assembly. The Weasel's electronic systems are one of the most powerful of any Northern gear design. Pilots are encouraged to avoid combat and support from the rear.



Location	Stock	Strip
Torso	3	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Weasel	15	7	1	W/G:8	4	6	-1	+0	+2	LAC (Manip), LVB (Manip), Advanced ECM Suite, Elite Sensors	Gear	1"
Tattletale	15	7	1	W/G:8	4	6	-1	+0	+2	LAC (Manip), LVB (Manip), ECM Suite, Prototype Sensors, LFRG	Gear	1"
Hands, Comms Suite, Satellite Uplink, ECCM Suite												

FRESH OPPORTUNITIES

The building was a dank, abandoned warehouse, hidden away in a ruined district in the farthest corner of Rapid City. The entire area had been abandoned cycles ago and was still within the range of the CEF's artillery guns. Not exactly the place one expected to find such a high-profile target, but it was where Dixon found himself.

He had been working the case for weeks now, and most of the time it seemed like it was going nowhere. Dead ends and false leads were all too common, and Dixon had been losing faith that it would amount to anything. A simple case of missing money in a large corporation? That should have been open and shut within a week for an old hand like himself. Instead, he had found himself caught in a sucking quagmire of loose ends and contradicting information. He had come to the edge of questioning his own sanity.

Then it all fell into his lap.

His target was a well-to-do man wearing a fine suit, with greasy hair, a long face, and sunken cheeks. He looked more like a caricature of a businessman than what Dixon had actually expected. He had followed him on a winding path across the city, nearly being spotted several times by the man's armed guards, only to finally arrive at this rundown hellhole of a building. Everything screamed secrecy, including the guards that waited outside so as to not be informed of what was really going on.

Dixon had scaled a broken fire escape, come too close to slicing his hands open on rusted metal for comfort, and now had a bird's eye view through a small window. He slipped a small microphone through an opening in the broken glass and waited his target met with someone else.

She was slender, wearing fine clothes herself with a logo that Dixon couldn't make out. All he knew was that it wasn't of any major corporation or military force on Terra Nova.

"I'm glad you could make it," said the woman in a smooth voice "I was getting worried our deal might fall through."

"I'm sorry to worry you." The man replied.

"I assume you have good news for me then?"

"Very." Dixon could see the devious smile on the man's face. "I believe that we can come to an arrangement that will benefit both Northco and StarTech."

The woman seemed pleased by this, but Dixon was more concerned with who the hell StarTech was.

"My superiors back home will be very pleased to get this news," she said.

"And how are things back on Caprice?" the man asked.

Caprice? Dixon didn't even register her response, the shock of what he was hearing rolling over him like a wave.

The pair talked for nearly an hour, delving into increasingly complex terminology with regards do the details of resource access, production technology, and interstellar travel times. The conversation was almost completely incomprehensible to Dixon, but he didn't need to know the details. He had found out exactly where the money was going.

The two wrapped up their meeting and began going their separate ways when the woman stopped and turned to ask a question. "Does it not bother you that more of your countrymen will die from this deal?"

"The way I see it," the man replied, "is that Northco will see record profits, and soldiers already sign up to fight and die. They know what they're getting into. Besides, if we can bring this war to a quick end, perhaps there can be less violent deals made between our companies in the future. A combination of our tech and yours could result in some great products for militaries desperate to rebuild post-war."

"Always the optimist," said the woman as she walked out the door.

Dixon let out a deep breath as he switched off the recording device. Everything finally made some kind of sense. He could go back, report what he had learned, and finally move on. Actually getting any of the money back, though… well, once he was back home he'd drink to whatever poor repo man got stuck with *that* job.

SOUTH VEHICLE LIST 16

SOUTH VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Asp	1
Caiman	1
Copperhead	1
Jager	1
Rattlesnake	1
Stripped-Down Jager	1
Basilisk	2
Dartjager	2
Street Viper	2
Anolis	3
Black Adder	3
Salamander	3
Sidewinder	3
Cobra	4
Desert Viper	4
Diamondback	4
Fixed WIng Aircraft	4
Iguana	4
Longbow Jager	4
Para Jager	4
Python	4
Samson	4
Black Mamba	5
Boa	5
Hittite	5
Hun	5
Ostrogoth	5
Walfish II	5
Water Viper	5
Artemis	6
Ballista	6
Naga	6
Para Iguana	6
Silverscale	6
Saggitarius	7
Drake	8
Fer De Lance	8
Fire Dragon	8
Gila	8
Green Mamba	8
Hetairoi	8
Hydra	8
King Cobra	8
Snakeye	8
Titan	8
Chameleon	9
Visigoth	9

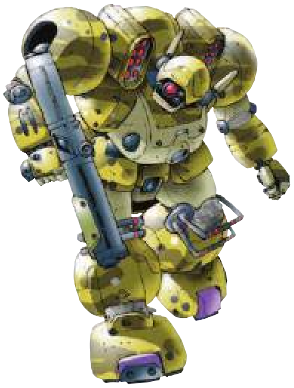
SOUTHERN MILITARY FORCES

Unlike its northern rival, the Allied Southern Territories do not have a unified military structure. Instead, each of the four member leagues maintains their own armies, rank structure, equipment, and doctrine. A multinational force called the MILItary Counter Insurgency Army (MILICIA) does exist, but it is a subordinate force. While the names will vary from military to military, in general the largest unit is called a legion, which is analogous to a division in other armies. It is self-sufficient with its own dedicated support assets. Brigades make up the legions and also have their own support assets like MPs, medical units, and artillery. Brigades are broken down into regiments , which are generally focused on one type of unit such as infantry or gears. Regiments have storied traditions and a strong sense of belonging and camaraderie amongst their members. One soldier is often selected as a Duelist who will represent the regiment in matters of honor. Regiments are broken down into battalions, then compagnies. Compagnies then consist of platoons of infantry or sections of armored vehicles. Infantry platoons are divided into escouades while sections are broken into cadres. This structure applies to the Southern Republic and is only slightly modified for MILICA use. The other members use their own names, such as the Humanist penhilion which is much like a legion.

The Southern Republic army is without question the preeminent force in the south. Well-equipped and well-led it is considered a “model” army. However, it is rife with internal politics and intrigue, especially amongst the officers. The MILICIA has a reputation for being the dumping ground of unwanted soldiers, and penal units are not unheard of in their ranks, though they are still still a competent and professional force. Many enlisted personnel are conscripts with some volunteers, while the officers come from other militaries. For some, like the Southern Republic, this is viewed as the end of one’s career, while an officer from the Eastern Suns may see it as a chance to break away from the horrible living conditions in the ESE. ESE forces otherwise are mostly the organized honor guard associated with each Emir. Those Emirs raise, equip, and train their forces as they see fit, which causes no end to coordination and cooperation issues. The Mekong Dominion forces are actually the Mekong Peacekeepers who serve as police in peacetime. The Peacekeepers are generally viewed as the next best force compared to the Southern Republican army after the events of the Polar War. The final league is the Humanist Alliance, which historically has favored high tech striders and armored vehicles. The Humanist Alliance Protection Force is formed from the Protector caste and prior to the Theban Blight was the considered a peer of the Southern Republic army. The Blight devastated the Humanist leadership and resulted in the exodus of the best of the Humanist Alliance to Port Arthur. After that, the Alliance was occupied by the Southern Republic, and only regained independence after the Southern Civil War. This has left Humanist units in flux, with changes in leadership, equipment shortages, and now with a large part of their homeland occupied a lack of reinforcements.

Code Name:	Anolis R
Manufacturer:	Territorial Arms
Unit Type:	Recon Gear
Height:	3.9 m / 12.8 ft
Weight:	5,238 kg / 11,548 lb

The Anolis was one of Territorial Arm's earliest attempts at designing a dedicated reconnaissance gear. Starting from the experience garnered with the Jager and its various bastardized scout offspring, the engineers of Design Team A12 started laying down plans for a highly mobile machine capable of scouting deep into enemy territory.

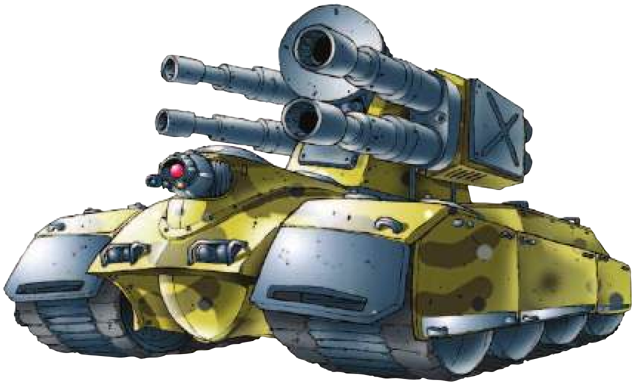


Location	Stock	Strip
Torso	2	6
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Anolis R	14	3	1	W/G:7	4	6	+0	+1	+1	LRF (Manip), LVB (Manip), LRP (Shoulder), LFRG	Gear	1.5"
Rugged Terrain Upgrade	+1	+1	-	-	-	-	-	-	-	+ MCW (Manip), + Climbing Gear	Gear	1.5"
Hands, Early Warning System, Elite Sensors, Target Designator, ECCM Suite, Comms Suite, Widespread, Extended Fuel Tanks												

Code Name:	Artemis
Manufacturer:	Republican Tank Arsenal
Unit Type:	Anti-Aircraft Tank
Height:	2.8 m / 9.2 ft
Weight:	54,376 kg / 119,879 lb

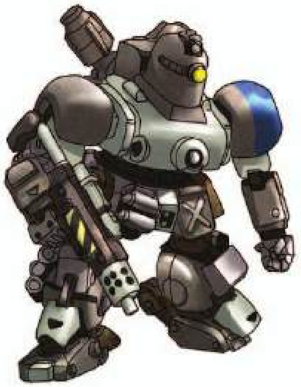
The Artemis serves as a rugged field air interdiction platform. Enhanced targeting computers allow the Artemis to lay down accurate fire even while on the move, increasing its survival rate against airstrikes and long range artillery fire. It is also very capable of taking out enemy gears.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Artemis	53	6	2	G:4	11	8	+0	-1	-1	2x HAAC (T, Link), Rugged Terrain Refit, Smoke Launchers	Veh	1"
Shaman	55	8	2	G:4	11	8	+0	-1	-1	2x MPL (T, Link, Flak), Rugged Terrain Refit, Smoke Launchers	Veh	1"

Code Name:	Asp
Manufacturer:	Territorial Arms
Unit Type:	Light Trooper Gear
Height:	4.4 m / 14.4 ft
Weight:	5,440 kg / 11,993 lb

The Asp was specifically developed to be a low-cost garrison gear and in this role it excels. As a result, the Asp is well protected against infantry weapons and even versus some gear-mounted weaponry when not flanked. The phrase "Smells like an Asp" is pilot slang for a gear that has outlived most of its pilots.

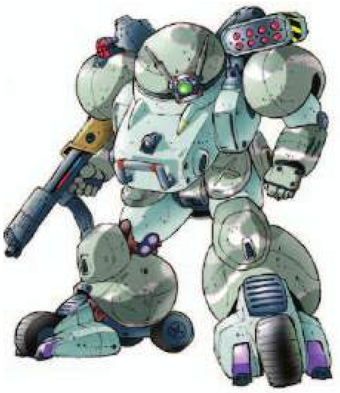


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Asp	9	1	1	W/G:6	6	6	+0	+0	-1	LSMG (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Asp Gunner	9	1	1	W/G:6	6	6	+0	+0	-1	LAC (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Brawler Asp	8	1	1	W/G:6	6	6	+0	+0	-1	LSMG (Manip), LVB (Manip), LPZ, LAPGL	Gear	1.5"
Ubiquitous, Hands, Low Maintenance, Widespread												

Code Name:	Basilisk
Manufacturer:	Territorial Arms
Unit Type:	Trooper Gear
Height:	4.2 m / 13.8 ft
Weight:	5,210 kg / 11,486 lb

The Basilisk is basically a Jager with advanced sensors and other added electronics. The sensor array is very useful when firing indirectly with its rocket pack, which adds some diversity to the options available to trooper gears. Although it has been replaced by more advanced EW gears, it is still a great choice for its cost.

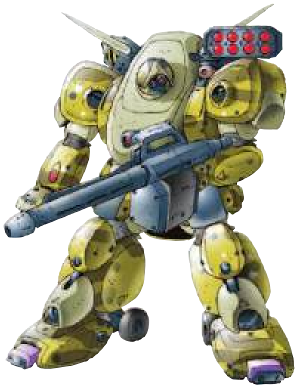


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Basilisk	13	2	1	W/G:7	6	6	+0	+0	+0	LAC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Basilisk Gunner	15	3	1	W/G:7	6	6	+0	+0	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Striking Basilisk	13	2	1	W/G:7	6	6	+0	+0	+0	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Blitz Basilisk	18	4	1	W/G:7	6	6	+0	+0	+0	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Sapper Basilisk	14	2	1	W/G:7	6	6	+0	+0	+0	MFL (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Fireproofing	Gear	1.5"
Hands, Recon Sensors, Low Maintenance, Widespread												

Code Name:	Black Adder
Manufacturer:	Dynamic Systems
Unit Type:	Assault Gear
Height:	4.5 m / 14.8 ft
Weight:	7,600 kg / 16,755 lb

The Black Adder has been proclaimed “the safest gear ever designed.” Thick armor plates surround the torso and cockpit areas. Under all of the additional armor plates on the torso the Black Adder uses the same basic chassis as the Sidewinder but features an entirely redesigned main body.

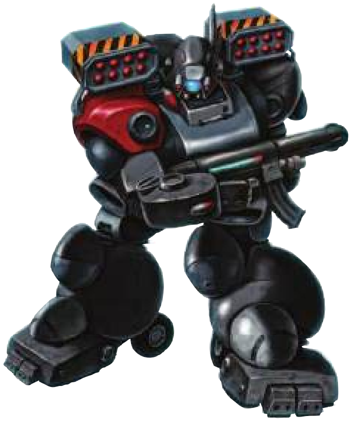


Location	Stock	Strip
Torso	6	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Black Adder	17	3	1	W/G:6	6	8	+0	+0	-1	LAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Black Adder Gunner	19	4	1	W/G:6	6	8	+0	+0	-1	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Striking Black Adder	17	3	1	W/G:6	6	8	+0	+0	-1	LBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Pit Black Adder	19	3	1	W/G:6	6	8	+0	+0	-1	MSC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Long Fang Adder	20	3	1	W/G:6	6	8	+0	+0	-1	LAC (Manip), LVB (Manip), MRP (Link) (L&R Shoulders), LAPGL	Gear	1.5"
Junglemower Black Adder	19	4	1	W/G:6	6	8	+0	+0	-1	MRC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Red Eye Black Adder	17	3	1	W/G:6	6	8	+0	+0	-1	LAAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Climber Upgrade	+1	+1	-	-	-	-	-	-	-	+ Climbing Gear	-	-
Hands, Field Armor, Reinforced Cockpit, Widespread												

Code Name:	Black Mamba
Manufacturer:	Territorial Arms
Unit Type:	Strike Gear
Height:	4.6 m / 15.1 ft
Weight:	6,500 kg / 14,330 lb

One of the premier Southern gear designs, the Black Mamba is a relatively recent gear that has had a serious impact on the Terra Novan military scene. The Mamba is the result of the modernization program that swept the Southern military just before the War of the Alliance.

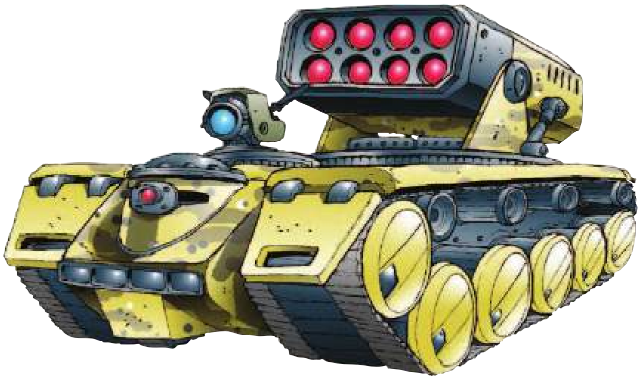


Location	Stock	Strip
Torso	7	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	2	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Black Mamba	24	5	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL, LFRG	Gear	1.5"
Black Mamba Gunner	30	6	1	W/G:7	7	7	+1	+1	+0	HAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Striking Mamba	22	5	1	W/G:7	7	7	+1	+1	+0	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Brawler Mamba	26	5	1	W/G:7	7	7	+1	+1	+0	MGL (Manip), LVB (Manip), LAPR (Shoulder), LAPGL	Gear	1.5"
Long Fang Mamba	26	5	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Link) (L&R Shoulders), LAPGL, -2 L Shoulder Slots	Gear	1.5"
Blazing Mamba	28	6	1	W/G:7	7	7	+1	+1	+0	MRL (Manip), LVB (Manip), LRP (Shoulder), LAPGL,	Gear	1.5"
Black Mamba MP	22	5	1	W/G:7	7	7	+1	+1	-1	MFC (Manip), MCW (Manip), MPZ, LAPGL, Shield, Brawler:1, Intimidating	Gear	1.5"
Brawler Mamba MP	24	5	1	W/G:7	7	7	+1	+1	-1	MAC/LGL (Manip), MCW (Manip), MPZ, LAPGL, Shield, Brawler:1, Intimidating	Gear	1.5"
Blitz Mamba	24	5	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Razor Fang Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Hands, Early Warning System, Airborne Deployment Rig												

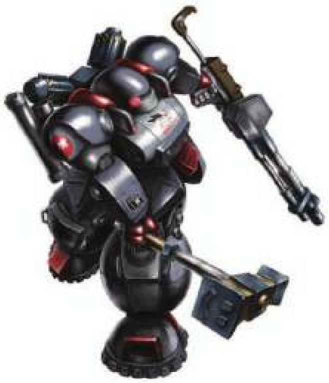
Code Name:	Ballista
Manufacturer:	Various
Unit Type:	Missile Support Tank
Height:	2.85 m / 9.4 ft
Weight:	24,600 kg / 54,234 lbs

The Ballista was built on the Hun chassis to serve a close-range fire support role. It uses clusters of guided or unguided missiles to devastate large swathes of territory. An advanced computer allows the vehicle to be incredibly accurate at long range as well.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Ballista	32	6	2	G:6	8	9	+0	-1	-1	MAM (T), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers	Veh	1"
Hwacha	34	6	2	G:6	8	9	+0	-1	-1	MIAR (T), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers	Veh	1"

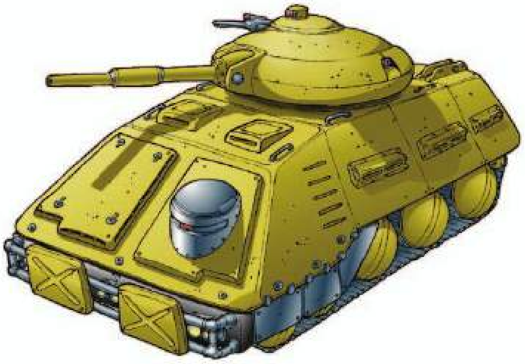
Code Name:	Boa
Manufacturer:	Mandeers Heavy Industries / Neil Motorworks
Unit Type:	Fire Support Gear
Height:	4.8 m / 15.8 ft
Weight:	9,100 kg / 20,062 lb
The Boa has an interesting past. It was initially turned down by the South in favor of Pythons, but a storied history in the arenas and finishing touches from NuCoal and Humanist Alliance engineers has brought this beast back from a proverbial grave. Now pilots from several factions use them with confidence on many battlefields.	



Location	Stock	Strip
Torso	4	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

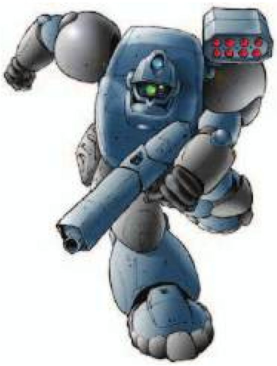
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Boa	32	5	1	W/G:5	9	8	+0	+0	-1	HAC (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LGM, HMG	Gear	2"
Firestorm Boa	34	7	1	W/G:5	9	8	+0	+0	-1	MRL (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LGM, HMG	Gear	2"
Striking Boa	30	5	1	W/G:5	9	8	+0	+0	-1	MBZ (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LGM, HMG	Gear	2"
Brawler Boa	32	5	1	W/G:5	9	8	+0	+0	-1	MGL (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LGM, HMG	Gear	2"
Junglemower Boa	32	5	1	W/G:5	9	8	+0	+0	-1	MRC (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LGM, HMG	Gear	2"
Hammer Swap	+0	+0	-	-	-	-	-	-	-	- MVB (Reach:1) (Manip), + MCW (Reach:1) (Manip)	-	-
Long Fang Upgrade	+2	+1	-	-	-	-	-	-	-	- LGM, + MFM	-	-
Low Tech, Hands, Quick Response System, Widespread												

Code Name:	Caiman
Manufacturer:	Brok Enterprises
Unit Type:	APC
Height:	2.7 m / 8.9 ft
Weight:	14,210 kg / 31,328 lb
The Caiman is a sturdy, tracked vehicle equipped with good overall armor protection and is cheap enough to be fielded in large numbers. The fact that it's amphibious is a plus, as the South has many wetlands. The Caiman has built a solid reputation for itself, and has been used in every Southern conflict since its introduction in TN 1829.	



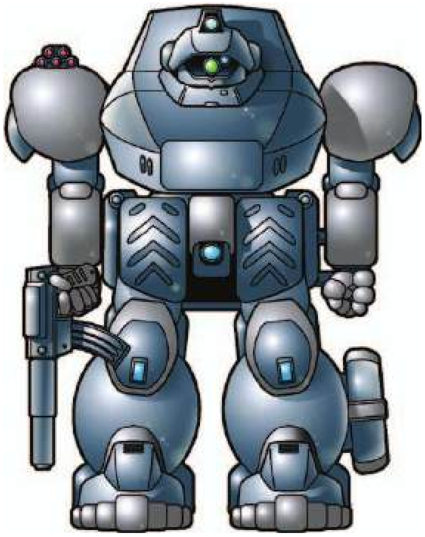
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Caiman	14	3	2	G:7	6	7	-1	+0	-1	MAC (T), LMG (T), Amphibious Sealing, Transport: 10 Infantry	Veh	1"
Crocodile	14	4	2	G:7	6	7	-1	+0	-1	HRP (T), Amphibious Sealing, Transport: 10 Infantry	Veh	1"
Support Crocodile	15	4	2	G:7	6	7	-1	+0	-1	HRP (T), Amphibious Sealing, Transport: 10 Infantry, Repair Array	Veh	1"
Alligator	15	3	2	G:7	6	7	-1	+0	-1	MAC (T), LMG (T), Amphibious Sealing, Transport: 10 Infantry, Rugged Terrain Refit	Veh	1"
Medical Caiman	11	1	2	G:7	6	7	-1	+0	-1	Amphibious Sealing, Transport: 10 Infantry, Medical Suite	Veh	1"
Command Upgrade	+5	+1	-	-	-	-	-	-	+0	+ Satellite Uplink, + ECM Suite, + ECCM Suite	-	-
AMS Upgrade	+2	+1	-	-	-	-	-	-	-	- LMG (T), + Anti-Missile System	-	-

Code Name:	Chameleon
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	4.1 m / 13.5 ft
Weight:	5,010 kg / 11,045 lb
As its name indicates, the Chameleon is specifically designed to disappear. At first glance, the Chameleon looks simply like a modified Iguana with slightly blockier armor plates. This impression soon vanishes when the advanced electronics complement and the intricate cockpit are examined.	



Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

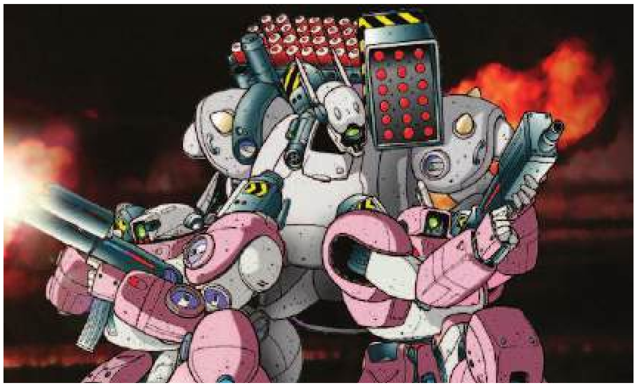
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Chameleon	23	9	1	W/G:8	5	6	+1	+1	+2	LSMG (Silencer) (Manip), LAC (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Chameleon Gunner	25	9	1	W/G:8	5	6	+1	+1	+2	LSMG (Silencer) (Manip), MAC (Manip) LVB, LRP (Shoulder)	Gear	1.5"
Hunting Chameleon	25	9	1	W/G:8	5	6	+1	+1	+2	MRF (Bipod, Silencer) (Manip), LSMG (Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Striking Chameleon	25	9	1	W/G:8	5	6	+1	+1	+2	LBZ (Manip), LSMG (Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, Advanced ECM Suite, ECCM Suite, Target Designator, Recon Sensors, Stealth Kit, High Maintenance, Extended Fuel Tanks												



Code Name:	Cobra
Manufacturer:	Territorial Arms
Unit Type:	Fire Support Gear
Height:	5.0 m / 16.4 ft
Weight:	8,990 kg / 19,820 lb
Armed to the teeth and sporting armor to match, the Cobra is the AST's main fire support gear. Highly modular, the Cobra can be fitted in various configurations that are each capable of filling a variety of roles. Its ferocious reputation means that many Northern gear pilots treat the sighting of Cobras as a prelude to an assault.	

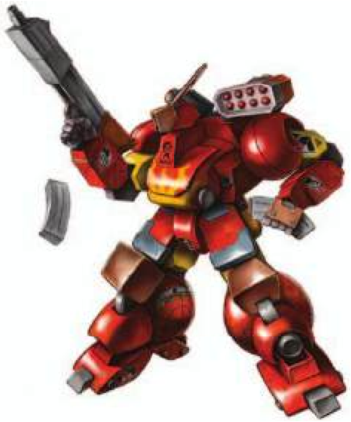
Location	Stock	Strip
Torso	4	16
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Spitting Cobra	27	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MRP, MAR, LGM, MMG	Gear	2"
Striking Cobra	24	4	1	W/G:6	8	7	+0	+0	-1	MBZ (Manip), LVB (Manip), MRP, MMG	Gear	2"
Junglemower Cobra	29	6	1	W/G:6	8	7	+0	+0	-1	HRC (Manip), LVB (Manip), MAR, LGM, MMG	Gear	2"
Long Fang Cobra	27	6	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MRP, LFG, MMG	Gear	2"
Bushmaster Cobra	29	6	1	W/G:6	8	7	+0	+0	-1	HRC (Manip), LVB (Manip), LFG, MMG	Gear	2"
Artillery Cobra	28	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MFM, MMG, Counter Battery System, Recon Sensors	Gear	2"
Slashing Cobra	29	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MATM, LGM, MMG	Gear	2"
Air Support Cobra	28	5	1	W/G:6	8	7	+0	+0	-1	HAAC (Burst:2) (Manip), LVB (Manip), MAAM, MMG	Gear	2"
Cobra MP	28	6	1	W/G:6	8	7	+0	+0	-1	LAC (Manip), MCW (Manip), LFM. MMG, Airborne Deployment Rig, Shield, Intimidating, Brawler:1	Gear	2"
Brawler Cobra MP	26	6	1	W/G:6	8	7	+0	+0	-1	HAC/LGL (Manip), MCW (Manip), LFM. MMG, Airborne Deployment Rig, Shield, Intimidating, Brawler:1	Gear	2"
Hunting Cobra MP	26	8	1	W/G:6	8	7	+0	+0	-1	HRF (Manip), MCW (Manip), LFM. MMG, Airborne Deployment Rig, Shield, Intimidating, Brawler:1	Gear	2"
Flammcobra	28	5	1	W/G:6	8	7	+0	+0	-1	HFL (Manip), LVB (Manip), MIRP, MIAR, LGM, MMG, Fireproofing	Gear	2"
Pride-Killer Cobra	27	5	1	W/G:6	8	7	+0	+0	-1	HSC (Manip), LVB (Manip), MPZ	Gear	2"
Razor Fang Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-
Brahmin Upgrade	+6	+2	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECM Suite, + ECCM Suite	-	-
Hands, Quick Reponse System												



Code Name:	Copperhead
Manufacturer:	Mandeers Heavy Industries / Neil Motorworks
Unit Type:	Light Trooper Gear
Height:	4.2 m / 13.8 ft
Weight:	5,800 kg / 12,787 lb

The Copperhead has gone through many revisions since its origins as a light trooper gear. Its evolution has allowed it to be an alternate option to a Jager. While many would prefer a Jager, more melee oriented pilots prefer the Copperhead. It's not uncommon to see one or two Copperheads mixed in with Jagers.



Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Copperhead	13	1	1	W/G:6	5	7	+0	+1	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Copperhead Gunner	15	3	1	W/G:6	5	7	+0	+1	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Brawler Copperhead	15	3	1	W/G:6	5	7	+0	+1	-1	LAC/LGL (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Striking Copperhead	13	1	1	W/G:6	5	7	+0	+1	-1	LBZ (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Flame Copperhead	15	4	1	W/G:6	5	7	+0	+1	-1	MFL (Manip), LVB (Manip), LIRP (Shoulder), LFRG, LAPGL, Fireproofing	Gear	1.5"
Ubiquitous, Hands, Brawler:1, Widespread												

TERRITORIAL ARMS

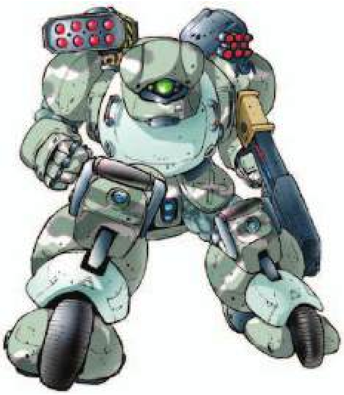
REPUBLICAN HEAVY INDUSTRIES

HEAVY INDUSTRIES

SKUNKWERKS

Code Name:	Dartjager
Manufacturer:	Territorial Arms
Unit Type:	Rapid Response Gear
Height:	4.3 m / 14.1 ft
Weight:	6,120 kg / 13,492 lb

The Dartjager is one of the strangest looking Jager variants yet produced. It has been nicknamed "Bug Head" by the pilots assigned to it. The Dartjager is designed to serve as a Rapid Response Vehicle (RRV). In almost any environment, a RRV can be quickly deployed to deal with a situation until a more suitable relief force arrives.

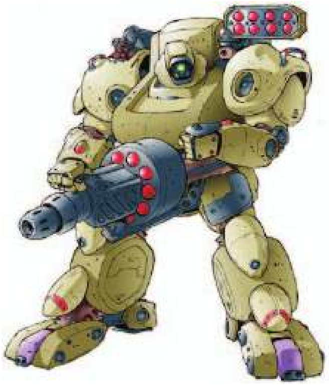


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dartjager	14	2	1	W/G:8	5	6	+0	+0	+0	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Striking Dartjager	14	2	1	W/G:8	5	6	+0	+0	+0	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dartjager Gunner	16	3	1	W/G:8	5	6	+0	+0	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Blitz Dartjager	17	3	1	W/G:8	5	6	+0	+0	+0	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Heavy Shooter Dartjager	16	4	1	W/G:8	5	6	+0	+0	+0	LSMG (Manip), LVB (Manip), MFM, LAPGL	Gear	1.5"
Hands, Early Warning System, Comms Suite, ECCM Suite												

Code Name:	Desert Viper
Manufacturer:	Mandeers Heavy Industries
Unit Type:	Trooper Gear
Height:	4.7 m / 15.4 ft
Weight:	7,120 kg / 15,697 lb

The Desert Viper was built as a no-nonsense machine, using a general configuration similar to that of the Northern Razorback. This aging gear finds a niche wherever a cheap and easily replaceable rough terrain gear is needed. Easily modified, the Viper chassis has been a test bed for the South since its inception.

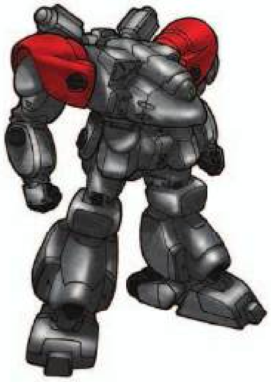


Location	Stock	Strip
Torso	6	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Desert Viper	18	4	1	W:5	7	8	+0	+0	-1	MGL (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Pit Viper	16	4	1	W:5	7	8	+0	+0	-1	MSC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Hunting Viper	16	4	1	W:5	7	8	+0	+0	-1	MRF (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Viper Gunner	7	4	1	W:5	7	8	+0	+0	-1	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Junglemower Viper	16	4	1	W:5	7	8	+0	+0	-1	MRC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Striking Viper	16	4	1	W:5	7	8	+0	+0	-1	MBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Rugged Terrain Upgrade	+1	+1	-	-	-	-	-	-	-	- LVB (Manip), + MCW (Manip), + Climbing Gear	-	-
Swamp Upgrade	+1	+1	-	-	-	-	-	-	-	+ Amphibious Sealing	-	-
Hands, Low Maintenance, Widespread												

Code Name:	Diamondback
Manufacturer:	Mandeers Heavy Industries / Dynamic Systems
Unit Type:	Strike Gear
Height:	4.6 m / 15.1 ft
Weight:	6,575 kg / 14,495 lb

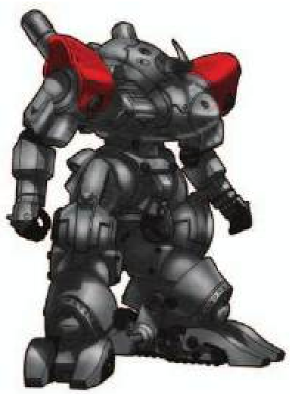
The latest design to be produced by Mandeers Heavy Industries and the engineering experts of Dynamic Systems, the Diamondback gear is a culmination of two decades of development. The result is a heavy trooper gear that can outlast any other gear in its class without compromising on weapons.



Location	Stock	Strip
Torso	6	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

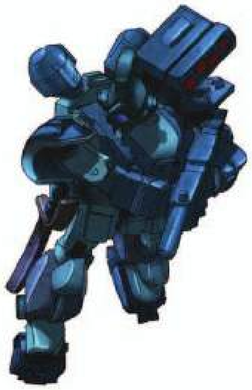
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Diamondback	22	4	1	W/G:7	7	7	+0	+1	-1	MAC (Manip), LVB (Manip), MAPR, LAPGL	Gear	1.5"
Striking Diamondback	22	4	1	W/G:7	7	7	+0	+1	-1	MBZ (Manip), LVB (Manip), MAPR, LAPGL	Gear	1.5"
Diamondback Gunner	24	5	1	W/G:7	7	7	+0	+1	-1	HAC (Manip), LVB (Manip), MAPR, LAPGL	Gear	1.5"
Diamondback Defender	22	4	1	W/G:7	7	7	+0	+1	-1	MAAC (Manip), LVB (Manip), MAPR, LAPGL	Gear	1.5"
Riotmaster Diamondback	24	5	1	W/G:7	7	7	+0	+1	-1	HFC (Manip), LVB (Manip), MAPR, LAPGL	Gear	1.5"
Long Fang Upgrade	+1	+1	-	-	-	-	-	-	-	- MAPR, + MAR	-	-
Hands, Early Warning System, Airborne Deployment Rig, Field Armor												

Code Name:	Drake
Manufacturer:	Avesta Group
Unit Type:	Gear-Strider
Height:	9.7 m / 31.8 ft
Weight:	57,500 kg / 126,766 lb
Carrying a virtual arsenal, this behemoth is capable of destroying any target. Like many of the AST's designs, the Drake is considered to be a marvel of technology and design. Used for support or assault, this strider's offensive capabilities are only matched by its frightening array of defensive measures.	



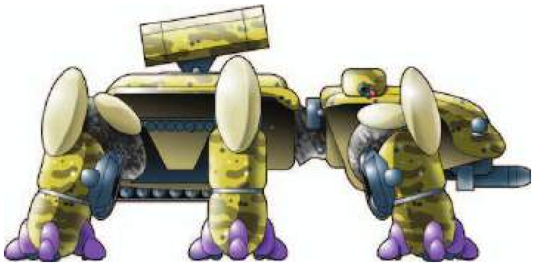
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Drake	56	8	1	W/G:6	10	9	+0	-1	+0	HBZ (Apex, Precise), HFL, HFC (T, Auto), HSG (Reach:1), MAR (Link), MABM, Hands, Brawler:2, Shield, Fireproofing, Advanced Control System, Anti-Missile System, High Maintenance	Str	3"
Force Drake	56	8	1	W/G:6	10	9	+0	-1	+0	MPL (Link), HFL, HFC (T, Auto), HSG (Reach:1), HRP (Link), MABM, Hands, Brawler:2, Shield, Fireproofing, Advanced Control System, Anti-Missile System, High Maintenance	Str	3"
Blazing Drake	60	8	1	W/G:6	10	9	+0	-1	+0	HRL (Link), HFL, MGL, HFC (T, Auto), HSG (Reach:1), MAR (Link), Hands, Brawler:2, Shield, Fireproofing, Advanced Control System, Anti-Missile System, High Maintenance	Str	3"
Junglemower Drake	57	8	1	W/G:6	10	9	+0	-1	+0	HRC (Apex), HFL, HFC (T, Auto), HSG (Reach:1), MAR (Link), MABM, Hands, Brawler:2, Shield, Fireproofing, Anti-Missile System, Advanced Control System, High Maintenance	Str	3"
Fang Upgrade	+1	+1	-	-	-	-	-	-	-	- MABM, + HRP (Link)	-	-
Command Upgrade	+3	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-

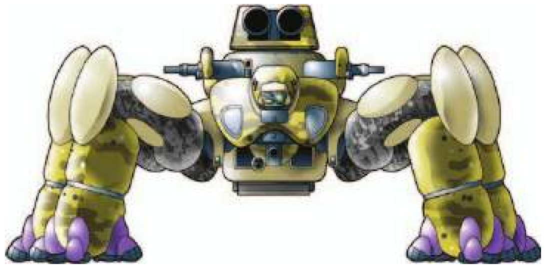
Code Name:	Fer de Lance
Manufacturer:	SRWI / Dynamic Systems
Unit Type:	Strike Gear
Height:	4.7 m / 15.4 ft
Weight:	7,220 kg / 15,917 lb
Based on the Sidewinder chassis, the engineers of the Fer de Lance made a number of internal changes by borrowing the actuator design and combat computer from the Diamondback. Sporting a wide array of lethal weapons, the current variant of the Fer de Lance is an elegant fighting machine that is reserved for only the best.	



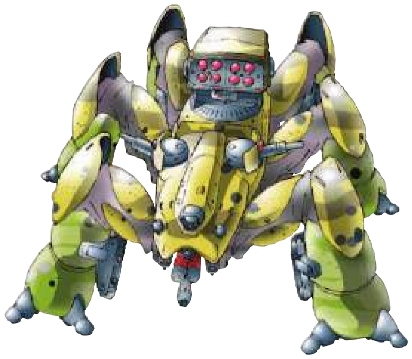
Location	Stock	Strip
Torso	7	12
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Fer de Lance	27	8	1	W/G:7	7	7	+1	+1	+0	MRF (Manip), LVR (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Slashing Fer de Lance	28	8	1	W/G:7	7	7	+1	+1	+0	MRF (Manip), LVR (Manip), MATM (Shoulder), LAPGL	Gear	1.5"
Force Fer de Lance	27	9	1	W/G:7	7	7	+1	+1	+0	LPL (Manip), LVR (Manip), LAPGL	Gear	1.5"
Command Fer de Lance	28	9	1	W/G:7	7	7	+1	+1	+1	MRF (Manip), LVB (Precise) (Manip), LGM, LAPGL, ECCM Suite, Satellite Uplink	Gear	1.5"
Hands, Agile, Airborne Deployment Rig, Brawler:1, High Tech, High Maintenance, Reinforced Cockpit												





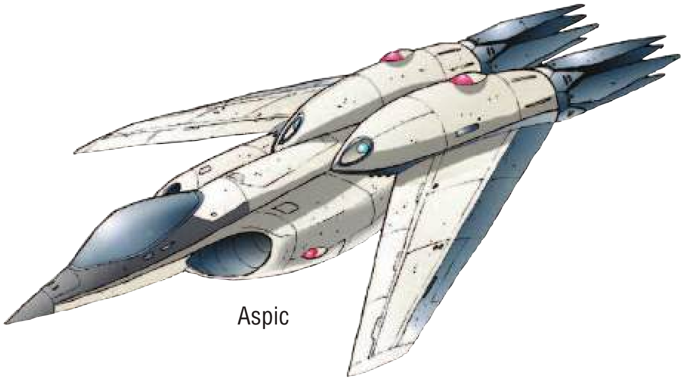
Code Name:	Fire Dragon
Manufacturer:	HA Armor Werks
Unit Type:	Fire Support Strider
Height:	4.8 m / 15.8 ft
Weight:	38,900 kg / 85,760 lb
The Dragon represents one of the most successful strider designs on Terra Nova. It is heavily armored and packs a fearsome array of weapons that is more than capable of reducing its targets to scrap. Developed by the Humanist Alliance, the success of the design saw it quickly adopted by all the armies of the AST.	



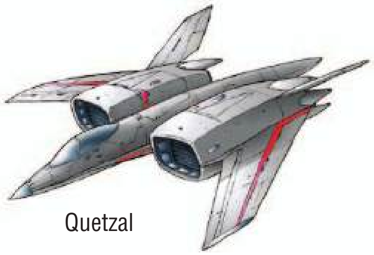
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Fire Dragon	57	8	2	W/G:6	11	9	+1	-1	+0	MFL, LAC (R, Auto), LAC (L, Auto), HRP (T, Precise), MCW, Anti-Missile System, Stabilizer, Lumbering, Advanced Control System, Fireproofing	Str	2"
Water Dragon	58	8	2	W/G:6	11	9	+1	-1	+0	MSC, LAC (R, Auto), LAC (L, Auto), MFM (T, Link), MCW, Amphibious Sealing, Stabilizer, Lumbering, Advanced Control System	Str	2"
Force Dragon	54	8	2	W/G:6	1	9	+1	-1	+0	MPL (T), MPA (T, Flak), LAC (R, Auto), LAC (L, Auto), MCW, Stabilizer, Lumbering, Advanced Control System	Str	2"

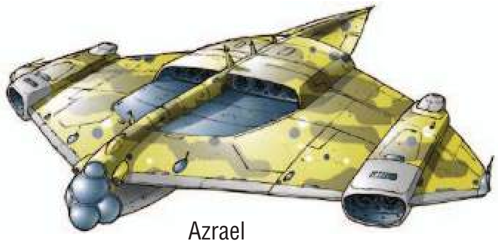
Code Name:	Fixed Wing Aircraft
Manufacturer:	Various
Unit Type:	Various
Height:	Various
Weight:	Various

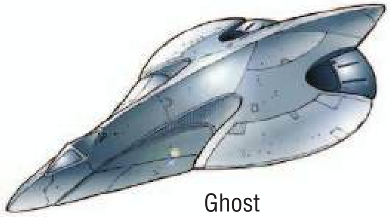
The AST maintains a fleet of modern fixed wing aircraft to project power across the hemisphere. This fleet includes both fighters and fighter-bombers like the Apic and Quetzal. The Bacchus is the South's most common transport craft. The Azrael focuses on ground attack operations, and the Ghost is a stealth fighter.

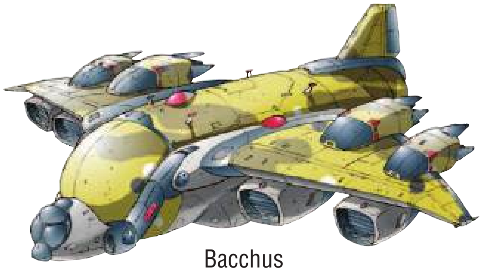

Aspic

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Azrael	60	8	3	F: 84	7	15	+0	+1	-1	HMG, 20x MBM, 10x HBM, Bomb Bay: 4	Air	1"
Aspic	17	6	1	F: 165	3	6	+0	+1	-1	2x MAAM	Air	1"
Quetzal	30	6	1	F: 160	6	6	+0	+1	-1	LAC, LATM, LAAM, 2x MBM, Bomb Bay: 2	Air	1"
Bacchus	25	4	2	F: 40	7	30	+0	+1	-1	Transport: 200 Infantry or 12 Gears or 4 Vehicles	Air	3"
Ghost	25	10	1	F: 75	4	6	+0	+1	-1	MAAM, Target Designator, Stealth Kit	Air	1"


Quetzal

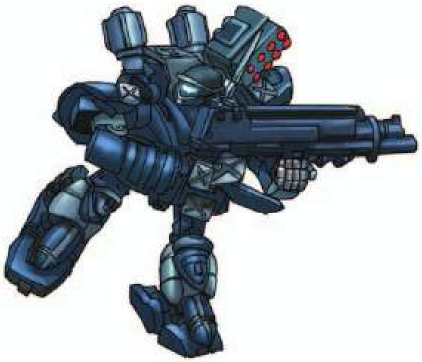

Azrael


Ghost


Bacchus

Code Name:	Gila
Manufacturer:	Territorial Arms
Unit Type:	Strike Gear
Height:	4.1 m / 13.5 ft
Weight:	6,125 kg / 13,503 lb

Developed as an upgraded variant of the highly successful Iguana, the Gila design focuses on the light trooper capabilities of the Iguana and the potential lethality of an Iguana in an assault role. The stock Gila comes armed with a state-of-the-art heavy submachine gun and an integrated underslung frag cannon.

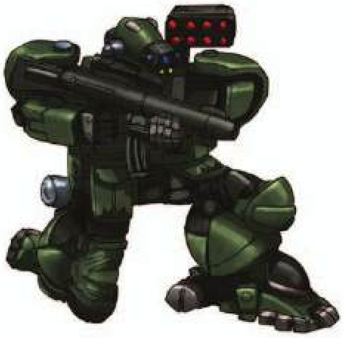


Location	Stock	Strip
Torso	6	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Gila	19	8	1	W/G:7	6	6	+0	+1	+0	HSMG/LFC (Manip), LVR (Manip), LRP (Shoulder), MPZ	Gear	1.5"
Hunting Gila	18	8	1	W/G:7	6	6	+0	+1	+0	MRF (Manip), LVR (Manip), LRP (Shoulder), MPZ	Gear	1.5"
Barbed Upgrade	+2	+1	-	-	-	-	-	-	-	- LRP (Shoulder), + MRP (Shoulder)	-	-
Hands, Early Warning System, Brawler:1, Field Armor, LFL (Torso), Fireproofing												

Code Name:	Green Mamba
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	4.6 m / 15.1 ft
Weight:	5,960 kg / 13,140 lb

The Green Mamba is another exceptional stealth gear. It strikes a happy medium between performance and cost by using more conventional weapons systems. One major benefit is that its weapons do not need to be recharged and the required ammunition is readily available just about anywhere on Terra Nova.

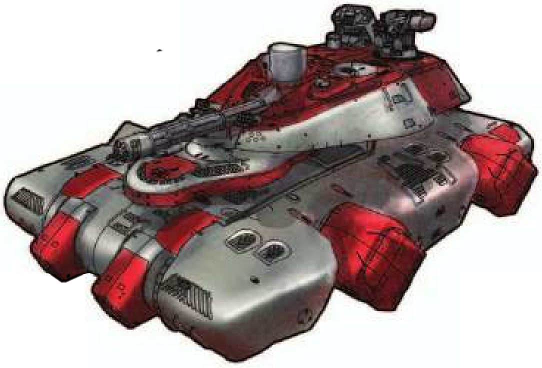


Location	Stock	Strip
Torso	8	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Green Mamba	20	8	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Green Mamba Gunner	22	8	1	W/G:7	7	7	+1	+1	+0	HAC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Striking Green Mamba	18	8	1	W/G:7	7	7	+1	+1	+0	MBZ (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Brawler Green Mamba	22	8	1	W/G:7	7	7	+1	+1	+0	MGL (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Junglemower Green Mamba	22	8	1	W/G:7	7	7	+1	+1	+0	MRC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Hunting Green Mamba	20	8	1	W/G:7	7	7	+1	+1	+0	MRF (Bipod) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Riotmaster Green Mamba	20	8	1	W/G:7	7	7	+1	+1	+0	MFC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Long Fang Green Mamba	22	8	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Link) (L&R Shoulder)	Gear	1.5"
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit												

Code Name:	Hetairoi
Manufacturer:	Humanist Alliance
Unit Type:	Hovertank
Height:	3.4 m / 11.2 ft
Weight:	35,170 kg / 77,537 lb

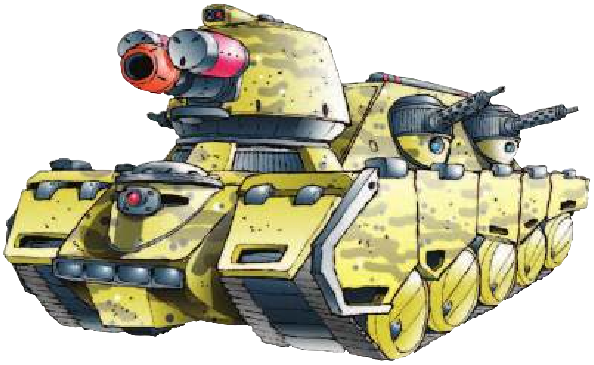
Another Humanist design to be adopted by the AST, the Hetairoi represents the pinnacle of Terra Novan efforts at building their own combat hover vehicles. As a combat platform, the Hetairoi offers an unparalleled degree of maneuverability, agility, and firepower.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Hetairoi	48	8	3	H:9	10	8	+0	+0	+1	LLC (T), HRC (T), MRP (T), Airborne Deployment Rig	Veh	2"
Hetairoi Spark	50	8	3	H:9	10	8	+0	+0	+1	LLC (T), MPA (T), MRP (T), Airborne Deployment Rig	Veh	2"
Long Fang Hetairoi	50	8	3	H:9	10	8	+0	+0	+1	LLC (T), MFG (T), MRP (T), Airborne Deployment Rig	Veh	2"
Force Hetairoi	50	8	3	H:9	10	8	+0	+0	+1	LLC (T), MPL (T), MRP (T), Airborne Deployment Rig	Veh	2"
Command Hetairoi	53	9	3	H:9	10	8	+0	+0	+1	LLC (T), HRC (T), Airborne Deployment Rig, Satellite Uplink, ECM Suite, ECCM Suite	Veh	2"

Code Name:	Hittite
Manufacturer:	Various
Unit Type:	Flamethrower Tank
Height:	2.92 m / 9.6 ft
Weight:	24,600 kg / 54,234 lbs

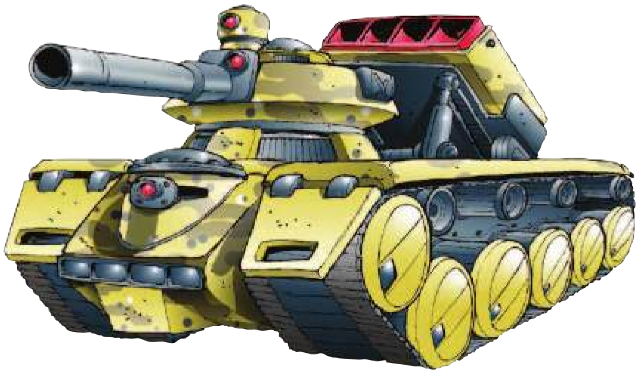
A hallmark of any Southern urban pacification operation, the Hittite is the South's premier anti-infantry combat vehicle. Its array of machine guns and turret mounted flamer are the bane of any infantryman's existence. If the Hittite cannot subdue a target at range, it can deploy troops to clear the area.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Hittite	23	5	2	G:6	8	9	+0	-1	-1	HMG (L, Link, Auto), HMG (R, Link, Auto), HFL (T, Apex), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers, Fireproofing, Transport: 10 Infantry	Veh	1"

Code Name:	Hun
Manufacturer:	Various
Unit Type:	Light Tank
Height:	2.6 m / 8.5 ft
Weight:	24,500 kg / 54,013 lb

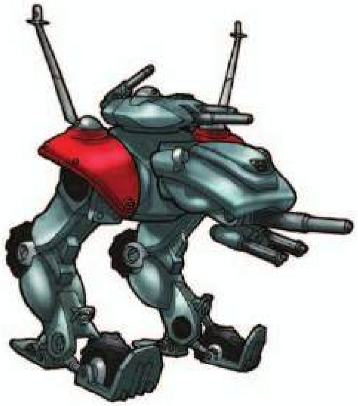
The main light battle tank employed by the South, the Hun is a dependable and effective design. Its flexible design allows it to be adapted to a variety of roles ranging from a frontline fighting unit to a heavy APC. It is produced by many manufacturers, and has seen over a century of service.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Hun	30	6	2	G:6	8	9	+0	-1	-1	LLC (T, Flak, Auto), HRF (T), MAPGL, MAR (T), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers, Widespread	Veh	1"
Saphem	32	5	2	G:6	8	9	+0	-1	+1	LLC (T, Flak, Auto), HRF (T), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers, Comms Suite, ECCM Suite, Transport: 3 Drones, Drone Controller: 3, Widespread	Veh	1"

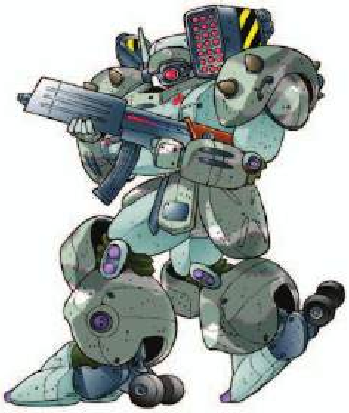
Code Name:	Hydra
Manufacturer:	Republican Heavy Industries
Unit Type:	Submersible Fire Support Strider
Height:	7.2 m / 23.6 ft
Weight:	46,250 kg / 101,964 lb

The Hydra is a specialized strider that is capable of operating in the swampy regions prevalent in the South. Deployed by the Humanist Alliance, Eastern Sun Emirates, and in the jungles of the Mekong, Hydras are often tasked with ambush attacks. A Hydra rising without warning from the swamp is often the last sight many pilots see.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Hydra	61	8	2	W/G:6	10	9	+0	-1	+1	MTG, LRC (Link), MGL (T), MRF (T), LFM (T), MCW, Submersible, ECM Suite, Sensor Boom	Str	2"

Code Name:	Iguana
Manufacturer:	Territorial Arms / Skavara Heavy Industries
Unit Type:	Recon Gear
Height:	4.1 m / 13.5 ft
Weight:	5,100 kg / 11,244 lb
Since its introduction, the Iguana has proven itself to be an extremely successful design. The Iguana saw extensive action in the War of the Alliance, where it was deployed as a recon, light trooper, and commando gear. The flexibility of this gear's design was so apparent that it has even served as a command platform.	

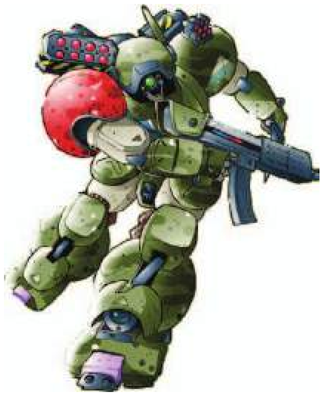


Location	Stock	Strip
Torso	2	14
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Iguana	19	5	1	W/G:8	5	6	+0	+1	+2	LSMG (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, ECCM Suite, Recon Sensors, Target Designator	Gear	1.5"
Iguana Gunner	19	5	1	W/G:8	5	6	+0	+1	+2	LAC (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, ECCM Suite, Recon Sensors, Target Designator	Gear	1.5"
Recon Iguana	20	5	1	W/G:8	5	6	+0	+1	+2	LRF (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, Elite Sensors	Gear	1.5"
Hunting Iguana	21	6	1	W/G:8	5	6	+0	+1	+2	MRF (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, Target Designator	Gear	1.5"
Striking Iguana	19	5	1	W/G:8	5	6	+0	+1	+2	LBZ (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, Target Designator	Gear	1.5"
Chatterbox Iguana	20	6	1	W/G:8	5	6	+0	+1	+2	LSMG (Manip), LVB (Manip), ECM Suite, ECCM Suite, Satellite Uplink, Vuln: Haywire	Gear	1.5"
Black Box Iguana	21	6	1	W/G:8	5	6	+0	+1	+2	LAC (Manip), LVB (Manip), LPZ, Advanced ECM Suite, ECCM Suite, Elite Sensors, Target Designator	Gear	1.5"
Lidded Iguana	22	7	1	W/G:8	5	6	+0	+1	+3	LAC (Manip), LVB (Manip), Target Designator, ECCM Suite, Elite Sensors, Stealth Kit	Gear	1.5"
Iguana MP	16	4	1	W/G:8	5	6	+0	+1	-1	MFC (Manip), MCW (Manip), LPZ, LAPGL, Shield, Brawler:1, Intimidating, Airborne Deployment Rig	Gear	1.5"
Iguana MP Gunner	16	5	1	W/G:8	5	6	+0	+1	-1	LAC (Manip), MCW (Manip), LPZ, LAPGL, Shield, Brawler:1, Intimidating, Airborne Deployment Rig	Gear	1.5"
Rapier Iguana	20	5	1	W/G:8	5	6	+0	+1	+2	LSMG (Manip), LVR (Manip), Brawler:1, Field Armor	Gear	1.5"
Blitz Iguana	15	4	1	W/G:8	5	6	+0	+1	+2	LAC (Manip), LVB (Manip), LRP (Shoulder), Recon Sensors	Gear	1.5"
Loudmouth Iguana	20	6	1	W/G:7	5	7	+0	+1	+2	LSMG (Manip), LVB (Manip), ECM Suite, ECCM Suite, Elite Sensors, Vuln: Haywire	Gear	1.5"
Racer Iguana	21	6	1	W/G:9	5	6	+0	+1	+2	LSMG (Manip), LVB (Manip),Rugged Terrain Refit, ECM Suite, ECCM Suite, Recon Sensors, Target Designator	Gear	1.5"
Sortie Iguana	21	6	1	W/G:8	5	6	+0	+1	+2	LRF (Manip), LVB (Manip), LRP (Shoulder), ECM Suite, ECCM Suite, Recon Sensors, Satellite Uplink	Gear	1.5"
Urban Rescue Iguana	21	4	1	W/G:8	5	6	+0	+1	+2	MFL (Manip), LVB (Manip) Recon Sensors, Fireproofing, Towhook	Gear	1.5"
Hands, Early Warning System, Comms Suite, Widespread, Extended Fuel Tanks												

Code Name:	Jager
Manufacturer:	Territorial Arms
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	6,637 kg / 14,632 lb

The oldest and most basic gear fielded by the South, the Jager began its existence as a shameless copy of the Hunter. Indeed, Republican commandos stole a Hunter prototype and engineers were able to create a near-exact copy for operations at the end of the Southern War that led to the creation of the Allied Southern Territories.



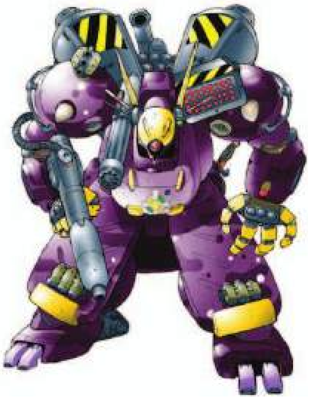
Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Jager	13	1	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL, LFRG	Gear	1.5"
Striking Jager	13	1	1	W/G:6	6	7	+0	+0	-1	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Jager Gunner	15	2	1	W/G:6	6	7	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Brawler Jager	15	3	1	W/G:6	6	7	+0	+0	-1	LAC/LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Blitz Jager	16	3	1	W/G:6	6	7	+0	+0	-1	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Flammjager	15	2	1	W/G:6	6	7	+0	+0	-1	MFL (Manip), LVB (Manip), LIRP (Shoulder), LAPGL, Fireproofing	Gear	1.5"
Jager Defender	12	2	1	W/G:6	6	7	+0	+0	-1	LAAC (Manip), LVB (Manip), LAPGL, Recon Sensors	Gear	1.5"
Wasserjager	15	4	1	W/A:6	7	7	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Submersible	Gear	1.5"
Deep Sea Wasserjager	17	5	1	W/A:6	7	7	+0	+0	-1	MFC (Manip), LVB (Manip), LRP (Link) (L&R Shoulders), LAPGL, Submersible	Gear	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-

Hands, Ubiquitous, Widespread

Code Name:	King Cobra
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Heavy Assault Gear
Height:	5.2 m / 17.2 ft
Weight:	10,120 kg / 22,311 lb

The King Cobra is often considered one of the most powerful gears ever commissioned and has repeatedly proven itself to be one of the most devastating weapons in the Southern arsenal. Heavy armor and a powerful and flexible armament allow it to function equally well as an assault or fire support gear.

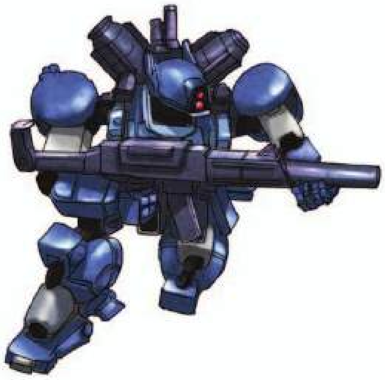


Location	Stock	Strip
Torso	7	19
R Manip	0	4
L Manip	0	4
R Shoulder	0	4
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
King Cobra	35	8	1	W/G:5	9	7	+1	+0	-1	MPA (Manip), MVB (Manip), MRP (Shoulder), LAR, LGM, HMG, MAPGL	Gear	2"
King Cobra Gunner	35	8	1	W/G:5	9	7	+1	+0	-1	HRC (Manip), MVB (Manip), MRP (Shoulder), LAR, LGM, HMG, MAPGL	Gear	2"
Hooded King Cobra	31	8	1	W/G:5	9	7	+1	+0	-1	LLC (Manip), MVB (Manip), MRP (Shoulder), LAR, LGM, HMG, MAPGL	Gear	2"

Hands, Brawler:1, Intimidating, Advanced Control System, Rare, Ram Plate

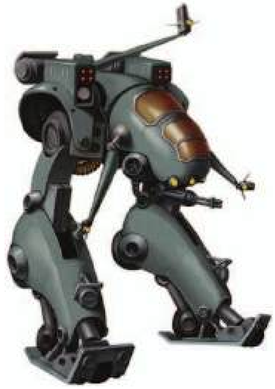
Code Name:	Longbow Jager
Manufacturer:	Territorial Arms
Unit Type:	Command Gear
Height:	4.3 m / 14.1 ft
Weight:	6,400 kg / 14,110 lb
The Longbow Jager initially started as a sniper variant, but cheaper gears are now available for that task. While it is now rarer to see them, many commanders will not hesitate to pilot a Longbow Jager because it allows them to take up a position where they can analyze the battle unfolding and still provide fire from range.	



Location	Stock	Strip
Torso	5	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Longbow Jager	17	4	1	W/G:6	6	7	+0	+0	+0	MRF (Manip), LVB (Manip), LFM, LAPGL	Gear	1.5"
Longbow Blitz Jager	19	5	1	W/G:6	6	7	+0	+0	+0	HAC (Manip), LVB (Manip), LFM, LATM, LAPGL, Airborne Deployment Rig	Gear	1.5"
Para Longbow Jager	17	5	1	W/G:6	6	7	+0	+0	+0	MRF (Manip), LSMG (Manip), LVB, LGM, LAPGL, Airborne Deployment Rig	Gear	1.5"
Rare, Hands, Comms Suite												

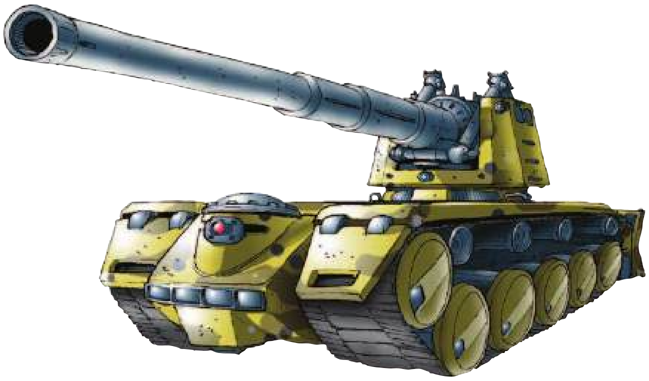
Code Name:	Naga
Manufacturer:	Republican Heavy Industries
Unit Type:	Fire Support Strider
Height:	7.2 m / 23.6 ft
Weight:	15,340 kg / 33,819 lb
The Naga is currently one of the premier striders of the Southern military and is a common sight guarding nearly every military installation. Serving with distinction since its introduction, it proved its worth during the War of the Alliance where its powerful guided missiles were used with great effect against the hovertanks of the CEF.	



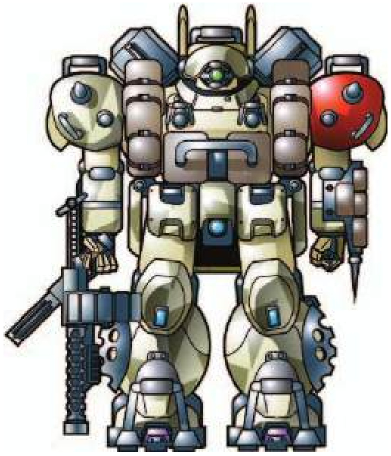
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Naga	41	6	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), 2x MATM, LCW, Target Designator, Sensor Boom	Str	2"
Long Fang Naga	37	6	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), 2x LFG, LCW, Target Designator, Sensor Boom	Str	2"
Barbed Naga	37	6	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), 2x HRP, LCW, Target Designator, Sensor Boom	Str	2"
Hunting Naga	41	7	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), 2x MLC, LCW, Target Designator, Sensor Boom	Str	2"
Tusked Naga	37	6	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), MATM (Precise), LCW, Target Designator, Sensor Boom	Str	2"
Brawler Naga	41	7	2	W/G:7	9	8	+0	-1	+0	HMG (Apex), 2x HGL, LCW, Target Designator, Sensor Boom	Str	2"
Sea Naga	34	6	2	W/A:7	9	8	+0	-1	+0	2x MATM, LRP, LCW, Target Designator, Sensor Boom, Submersible	Str	2"
Command Naga	41	7	2	W/G:7	9	8	+0	-1	+1	HMG (Apex), MATM, LCW, Target Designator, Sensor Boom, ECM Suite, ECCM Suite, Satellite Uplink	Str	2"
Hooded Upgrade	+3	+1	-	-	-	-	-	-	-	- HMG (Apex), + LLC	-	-
Spark Uprade	+3	+1	-	-	-	-	-	-	-	- HMG (Apex), + LPA	-	-
Flame Upgrade	+0	+1	-	-	-	-	-	-	-	- HMG (Apex), + MFL, + Fireproofing	-	-

Code Name:	Ostrogoth
Manufacturer:	Various
Unit Type:	Self-Propelled Gun
Height:	3.21 m / 10.5 ft
Weight:	24,600 kg / 54,234 lbs

The Ostrogoth is another case of a Hun derived vehicle. In this case the Hun's armament was changed to a 75mm field artillery piece. Unlike its Northern cousin, the Ostrogoth is only designed for indirect fire support. The vehicle features an easy to reload system allowing small crews to keep it in action longer than expected.

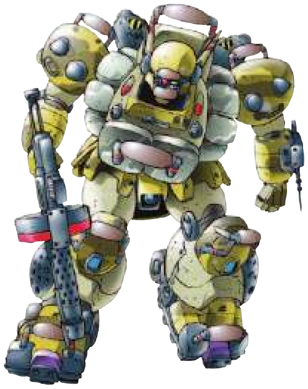


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Ostrogoth	64	5	2	G:6	8	9	+0	-1	-1	MAG (T), Amphibious Sealing, Rugged Terrain Refit, Smoke Launchers	Veh	1"



Code Name:	Para Iguana
Manufacturer:	Territorial Arms
Unit Type:	Airdroppable Recon Gear
Height:	4.1 m / 13.5 ft
Weight:	5,310 kg / 11,707 lb

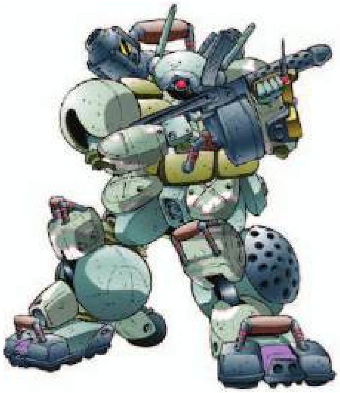
The Iguana Paratrooper has been in service since TN 1894 and has proven its worth in the toughest commando and extraction missions, demonstrating that even a small machine can do the most dangerous jobs. This success can be traced back to the training for these pilots, as it is some of the most rigorous around.



Location	Stock	Strip
Torso	2	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Para Iguana	21	6	1	W/G:8	5	6	+0	+1	+1	LAC/LGL (Manip), LSG (Manip), Target Designator	Gear	1.5"
Para Iguana Gunner	21	6	1	W/G:8	5	6	+0	+1	+1	MAC (Manip), LSG (Manip), Target Designator	Gear	1.5"
Para Striking Iguana	19	6	1	W/G:8	5	6	+0	+1	+1	LBZ (Manip), LSG (Manip), Target Designator	Gear	1.5"
Iguana Commando	19	7	1	W/G:8	5	6	+0	+1	+1	LBZ (Manip), LSG (Manip), Rugged Terrain Refit, Smoke Launcher, Stealth Kit	Gear	1.5"
Lidded Para Iguana	25	6	1	W/G:8	5	6	+0	+1	+1	LAC (Manip), LSG (Manip), Target Designator, ECM Suite, Target Designator	Gear	1.5"
Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, ECM Suite, ECCM Suite												

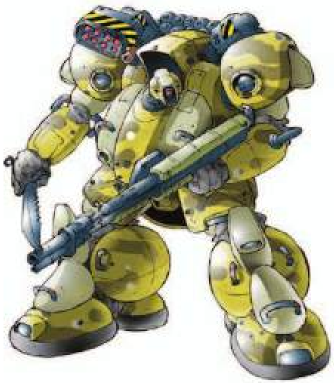
Code Name:	Para Jager
Manufacturer:	Territorial Arms
Unit Type:	Airdroppable Gear
Height:	4.3 m / 14.1 ft
Weight:	6,700 kg / 14,771 lb
Normally, air deployment precludes the availability of heavier weapons, but the inexpensive Jager Paratrooper can be equipped with a selection of effective weapons without adversely affecting its aerodynamics. This extra punch has allowed this gear to help turn the tide in many engagements.	



Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Para Jager	15	4	1	W/G:6	6	7	+0	+0	-1	LAC/LGL (Manip), LSG (Manip), LAPGL	Gear	1.5"
Para Grenadier Jager	15	4	1	W/G:6	6	7	+0	+0	-1	LGL (Manip), LSG (Manip), LAPGL, Rugged Terrain Refit, LPZ	Gear	1.5"
Para Striking Jager	13	4	1	W/G:6	6	7	+0	+0	-1	LBZ (Manip), LSG (Manip), LAPGL	Gear	1.5"
Spark Jager	17	6	1	W/G:6	6	7	+0	+0	+1	LAC/LGL (Manip), LSG (Manip), LAPGL, Satellite Uplink, ECCM Suite	Gear	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Airborne Deployment Rig												

Code Name:	Python
Manufacturer:	Mandeers Heavy Industries
Unit Type:	Fire Support Gear
Height:	4.8 m / 15.8 ft
Weight:	8,356 kg / 18,422 lb
The Python was the last of an experimental line of large gears developed by Mandeers Heavy Industries for Southern military forces. The line, dubbed the "Constrictors", consisted of designs heavily inspired by the Northern Razorback. The three separate designs were named the Boa, the Anaconda and the Python. All three made their mark on history.	

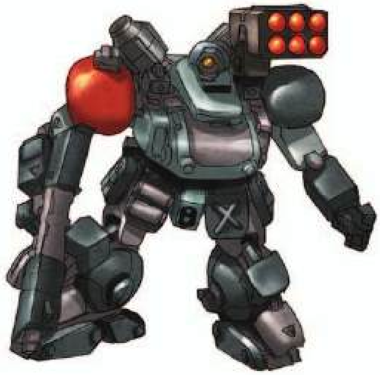


Location	Stock	Strip
Torso	4	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Python	25	4	1	W/G:6	8	6	+0	+0	-1	HAC (Manip), LVB (Manip), MRP (Shoulder), MAR, LGM	Gear	2"
Hands, Quick Response System, Low Tech, Low Maintenance, Widespread												

Code Name:	Rattlesnake
Manufacturer:	Territorial Arms
Unit Type:	Trooper Gear
Height:	4.2 m / 13.8 ft
Weight:	6,100 kg / 13,448 lb

The Rattlesnake is another older Southern design that continues to be relevant. Its main selling point is the price tag associated with a medium rocket launcher. Other gears with the same weapon are typically more expensive. This is a good option for commanders who are not as concerned with their pilots' survivability.

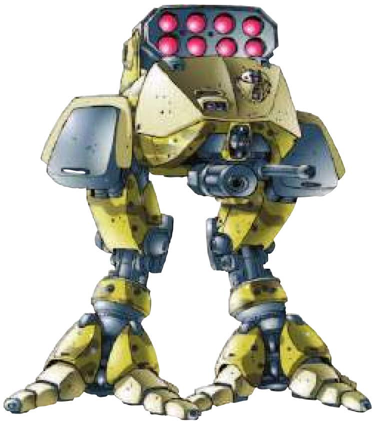


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Rattlesnake	11	1	1	W/G:6	5	6	+0	+0	-1	LAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Riotmaster Rattlesnake	11	2	1	W/G:6	5	6	+0	+0	-1	MFC (Manip), LVB (Manip), MRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Swamp Snake	12	1	1	W/G:6	5	6	+0	+0	-1	MFC (Manip), LSG (Manip), MRP (Shoulder), LAPGL, Amphibious Sealing	Gear	1.5"
Low Tech, Hands, Low Maintenance, Widespread												

Code Name:	Sagittarius
Manufacturer:	Allied Defense Works
Unit Type:	Fire Support Strider
Height:	8.9 m / 29.2 ft
Weight:	24,790 kg / 54,653 lb

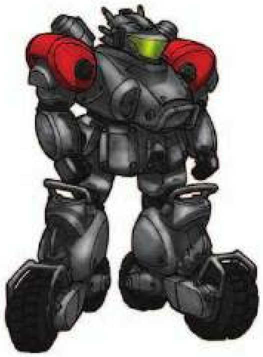
The Sagittarius is a heavily armored weapons platform that is capable of laying down impressive firepower. The Sagittarius comes in a variety of loadouts including anti-personnel, anti-armor, anti-gear, and artillery. Some variants eschew rocket or missile weapons altogether, and instead operate as advanced weapon platforms.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Sagittarius	56	8	2	W:6	11	9	+0	-1	+1	LRC, HMG, HABM, MCW, Submersible, ECM Suite	Str	3"
Venomous Sagittarius	67	8	2	W:6	11	9	+0	-1	+1	LRC, HMG, 3x HAR, MCW, Submersible, ECM Suite	Str	3"
Barbed Sagittarius	55	7	2	W:6	11	9	+0	-1	+1	LRC, HMG, HRP (Apex), MCW, Submersible, ECM Suite	Str	3"
Spark Sagittarius	60	8	2	W:6	11	9	+0	-1	+1	LRC, HMG, MPA (Link), MRP (Link), MCW, Submersible, ECM Suite	Str	3"
Force Sagittarius	57	8	2	W:6	11	9	+0	-1	+1	LRC, HMG, MPL (Link), MCW, Submersible, ECM Suite	Str	3"
Command Upgrade	+4	+1	-	-	-	-	-	-	+2	+ Satellite Uplink, + ECCM Suite	-	-

Code Name:	Salamander
Manufacturer:	Mandeers Heavy Industries
Unit Type:	Light Trooper Gear
Height:	4.4 m / 14.4 ft
Weight:	5,095 kg / 11,233 lb

As an urban police gear, the Salamander is extensively used in city-states across the South. For military duties, Salamanders usually come armed with a standard autocannon with an underslung secondary weapon. A popular rally gear, the Salamander has a reputation for speed with firepower.



Location	Stock	Strip
Torso	5	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

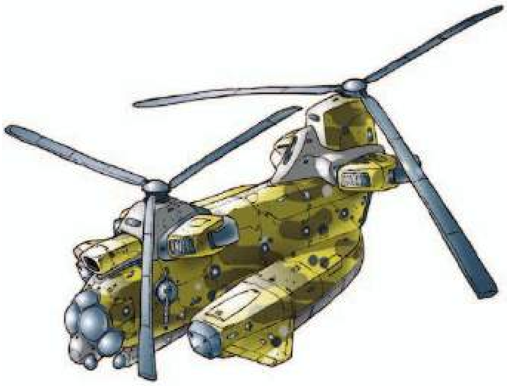
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Salamander	14	3	1	W/G:8	5	6	+0	+0	-1	MAC/LFL (Manip), LCBL (Manip)	Gear	1.5"
Salamander Riotmaster	14	3	1	W/G:8	5	6	+0	+0	-1	MAC/LFC (Manip), LCBL (Manip)	Gear	1.5"
Salamander Brawler	14	3	1	W/G:8	5	6	+0	+0	-1	MAC/LGL (Manip), LCBL (Manip)	Gear	1.5"
Hunting Salamander	16	5	1	W/G:8	5	6	+0	+0	-1	HRF (Manip), LCBL (Manip)	Gear	1.5"
Rugged Terrain Upgrade	+1	+1	-	-	-	-	-	-	-	+ LCBL (Manip), + Climbing Gear	-	-
Hands, Early Warning System, Widespread												

MILICIA

MILITARY INTERVENTION COUNTER INSURGENCY ARMY

Code Name:	Samson
Manufacturer:	Marshall Avionics
Unit Type:	Troop Transport
Height:	8.1 m / 26.6 ft
Weight:	31300 kg / 69,000 lbs

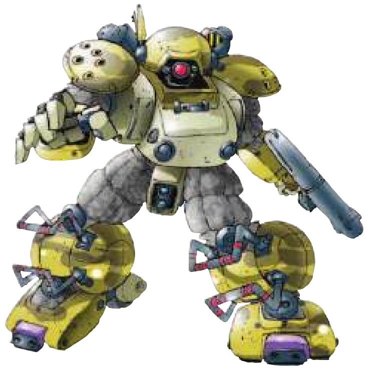
The twin rotor Samson is the preferred method for transporting troops from one location to another in the AST. Refits of the aircraft can also allow it to carry a pair of small vehicles instead. Nearly every AST outpost has the necessary facilities to support Samson flights.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Samson (Troop Transport)	29	4	2	H:8	6	8	-1	+0	-1	2x MMG, Transport: 55 Infantry	Veh, VTOL	2"
Samson (Vehicle Transport)	30	4	2	H:8	6	8	-1	+0	-1	Transport: 2 Vehicles (less than Arm 8)	Veh, VTOL	2"
Samson (Supply Transport)	19	4	2	H:8	6	8	-1	+0	-1	Supply Storage	Veh, VTOL	2"

Code Name:	Stripped-Down Jager
Manufacturer:	Territorial Arms
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	5,698 kg / 12,562 lb

Almost as soon as the North deployed the Stripped-Down Hunter, Southern patrol forces absconded with one of the gears for Territorial Arms to reverse engineer it. The efficiency at which the South is able to perform such actions is remarkable, and Northern commanders everywhere curse it.

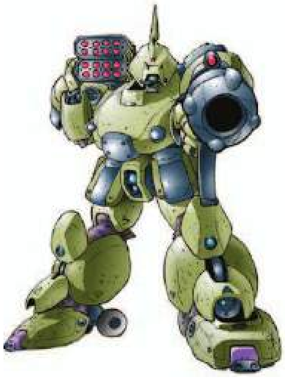


Location	Stock	Strip
Torso	4	6
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Stripped-Down Jager	10	1	1	W/G:7	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Stripped-Down Striking Jager	10	1	1	W/G:7	5	6	+0	+1	-1	LBZ (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Stripped-Down Jager Gunner	12	2	1	W/G:7	5	6	+0	+1	-1	MAC (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Stripped-Down Brawler Jager	12	2	1	W/G:7	5	6	+0	+1	-1	LAC/LGL (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Stripped-Down Flame Jager	10	1	1	W/G:7	5	6	+0	+1	-1	LFL (Manip), LVB (Manip), LFRG, LAPGL, Fireproofing	Gear	1.5"
Recon Jager	10	2	1	W/G:7	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LAPGL, Recon Sensors	Gear	1.5"
Force Recon Jager	14	5	1	W/G:7	5	6	+0	+1	-1	LPL (Manip), LVB (Manip), LFRG, LAPGL	Gear	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Ubiquitous, Widespread												

Code Name:	Sidewinder
Manufacturer:	Territorial Arms / Dynamic Systems
Unit Type:	Heavy Trooper
Height:	4.4 m / 14.4 ft
Weight:	6,950 kg / 15,322 lb

The Sidewinder was designed when the survival of carefully trained gear pilots was deemed a priority to an understaffed Republican military. The torso and head armor is thicker around the cockpit, forming a heavily protected “box” that surrounds the pilot, making this gear popular with pilots.

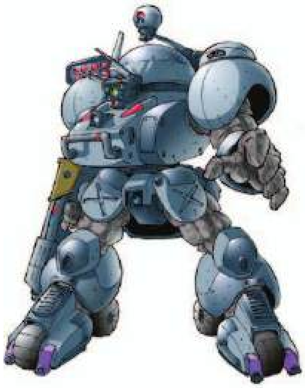


Location	Stock	Strip
Torso	6	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Sidewinder	19	3	1	W/G:6	7	7	+1	+1	-1	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Hunting Sidewinder	19	3	1	W/G:6	7	7	+1	+1	-1	MRF (Manip), LSMG (Manip), LVB, MRP (Shoulder), LAPGL	Gear	1.5"
Striking Sidewinder	19	3	1	W/G:6	7	7	+1	+1	-1	MBZ (Manip), LSMG (Manip), LVB, MRP (Shoulder), LAPGL	Gear	1.5"
Sidewinder Riotmaster	19	3	1	W/G:6	7	7	+1	+1	-1	MFC (Manip), LVB (Manip), MRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Mortar Upgrade	+2	+0	-	-	-	-	-	-	-	- MRP (Shoulder), + LGM	-	-
Command Upgrade	+3	+1	-	-	-	-	-	-	+0	+ Satellite Uplink	-	-
Reinforced Cockpit, Hands, Widespread, Medical Lab Kit												

Code Name:	Silverscale
Manufacturer:	Territorial Arms
Unit Type:	Recon Gear
Height:	4.2 m / 13.8 ft
Weight:	4,890 kg / 10,781 lb

Based on the Basilisk trooper gear, the Silverscale comes equipped with an even more advanced communications and electronic warfare suite. The target designator can extend out from the head and can be used to peer around corners. Territorial Arms claims the Silverscale is the finest recon gear on Terra Nova today.

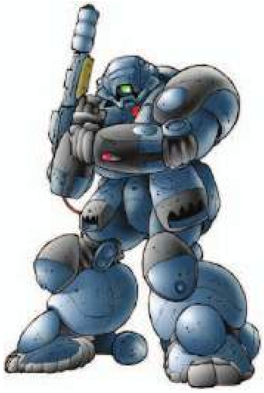


Location	Stock	Strip
Torso	2	6
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Silverscale	18	6	1	W/G:7	5	6	+0	+0	+1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Hands, Comms Suite, Advanced ECM Suite, ECCM Suite, Recon Sensors, Target Designator, Sensor Boom, Vuln: Haywire, Extended Fuel Tanks												

Code Name:	Snakeye
Manufacturer:	Territorial Arms Skunk Works
Unit Type:	Stealth Gear
Height:	4.6 m / 15.1 ft
Weight:	6,170 kg / 13,603 lb

The Snakeye variants of the Black Mamba fulfill the need for a high performance stealth gear that is built for covert operations, assassinations, and lightning raids. The hybrid propulsion system gives the pilot the option of switching to “whisper” mode by shutting down the turbine and only using the energy stored in the battery.

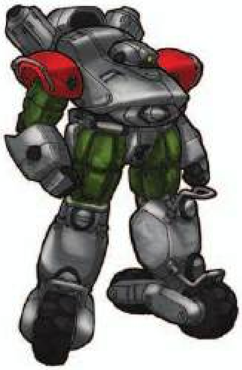


Location	Stock	Strip
Torso	10	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Snakeye	22	8	1	W/G:7	7	7	+1	+1	+0	LLC (Manip), LVB (Manip)	Gear	1.5"
Hunting Snakeye	22	8	1	W/G:7	7	7	+1	+1	+0	HRF (Scope, Silencer) (Manip), LVB (Manip)	Gear	1.5"
Snakeye Firestorm	24	8	1	W/G:7	7	7	+1	+1	+0	MRL (Manip), LVB (Manip)	Gear	1.5"
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit												

Code Name:	Street Viper
Manufacturer:	Mandeers Heavy Industries / Dynamic Systems
Unit Type:	Light Trooper Gear
Height:	4.4 m / 14.4 ft
Weight:	5,100 kg / 11,244 lb

This low cost gear has options for police equipment. The cockpit was redesigned by Dynamic Systems to be more ergonomic, making the gear extremely comfortable for extended operations. The Street Viper is found in city militias, and is popular with police forces as a traffic interception unit.

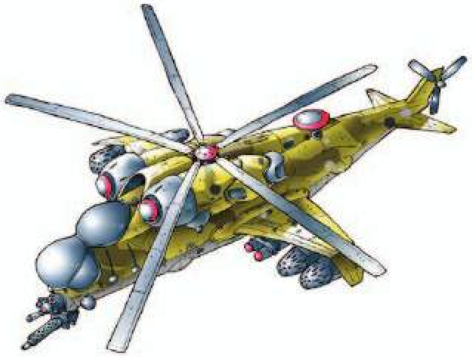


Location	Stock	Strip
Torso	5	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

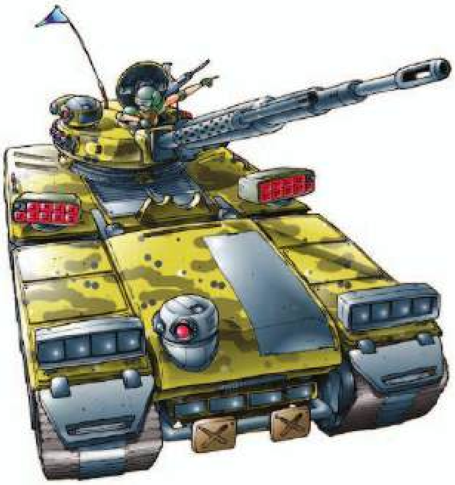
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Street Viper	13	2	1	W/G:8	5	6	+0	+0	-1	LRF (Manip), LVB (Manip), LPZ	Gear	1.5"
Red-Eye Viper	12	2	1	W/G:8	5	6	+0	+0	-1	LAAC (Manip), LVB (Manip)	Gear	1.5"
Riotmaster Viper	13	2	1	W/G:8	5	6	+0	+0	-1	MFC (Manip), LVB (Manip), MPZ	Gear	1.5"
Hands, Brawler:1, Early Warning System, Low Maintenance, Widespread, Ram Plate												

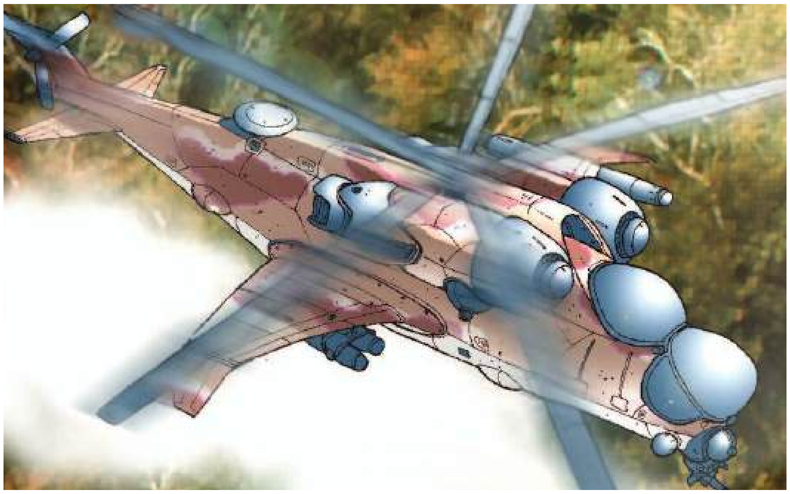
Code Name:	Titan
Manufacturer:	Marshall Avionics
Unit Type:	Attack Chopper
Height:	3.6 m / 11.8 ft
Weight:	17,000 kg / 37,479 lb

Classified as an attack helicopter, the Titan is often used to airlift elite infantry strike teams into position to capture objectives. Once its cargo is safely delivered, the Titan will either provide the ground team with air support or leave for other tasks. A squadron of Titans in the air is usually a signal that a ground offensive is coming.



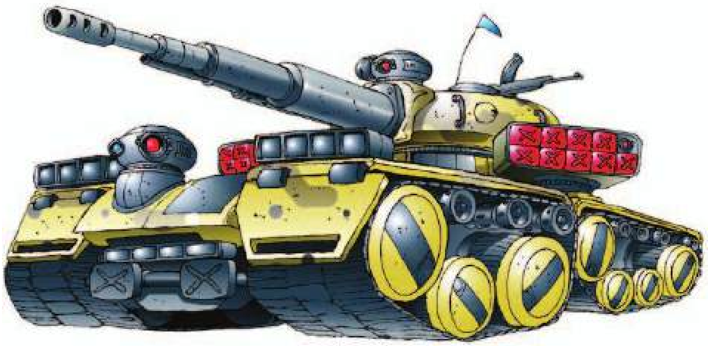
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Titan	43	8	2	H:9	8	8	+0	+0	+0	LRC (Flak), 2x MATM, 2x MRP, Early Warning System, Target Designator, Transport: 10 Infantry	Veh, VTOL	2"





Code Name:	Visigoth
Manufacturer:	Republican Tank Arsenal
Unit Type:	Main Battle Tank
Height:	3.4 m / 11.2 ft
Weight:	58,300 kg / 128,530 lb

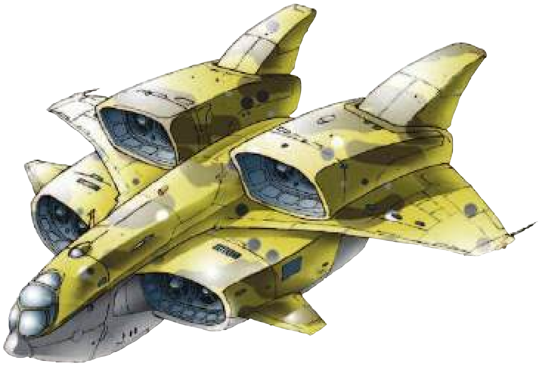
This tank is well liked by all who serve with it, and has been part of almost all the major battles fought by the Republic since it entered service in TN 1786. Most of the Visigoth's lower functions are processed by its automated systems, leaving the important decision making to the two man crew.



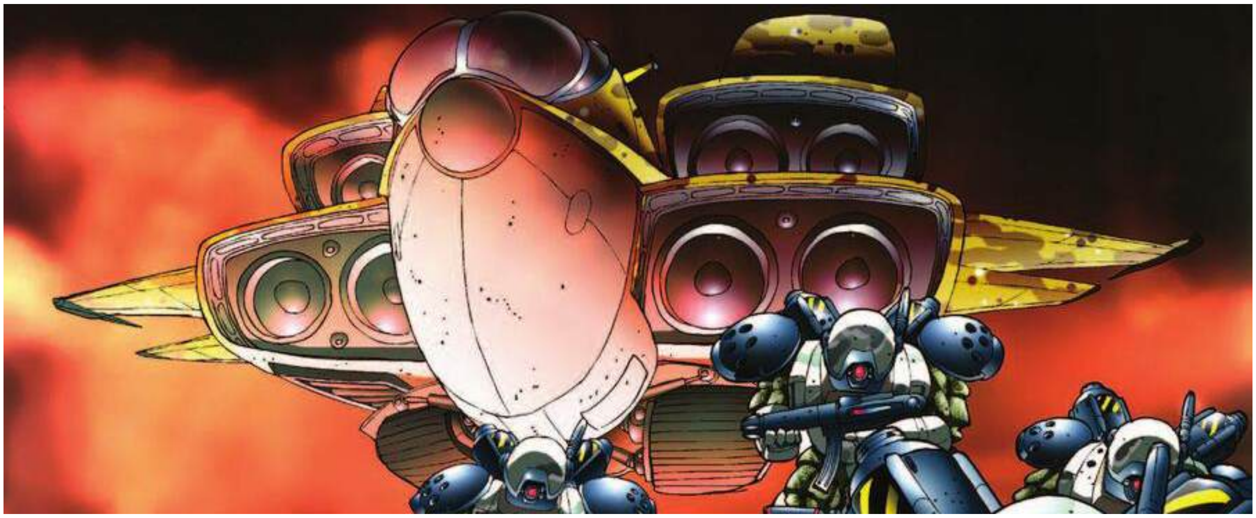
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Visigoth	78	9	2	G:4	12	10	+0	-1	-1	LLC (T, Flak), MRP (R), MRP (L), HTG (T, Precise), HAC (T), HAPGL, Rugged Terrain Refit, Smoke Launchers, Field Armor	Veh	1"
Blitz Visigoth	75	9	2	G:4	12	10	+0	-1	-1	LLC (T, Flak), MRP (R), MRP (L), LTG (T, Precise, Link), MRC (T), HAPGL, Rugged Terrain Refit, Smoke Launchers, Field Armor	Veh	1"
Visigoth Khan	81	10	2	G:4	12	10	+0	-1	-1	LLC (T, Flak), MRP (R), MRP (L), HTG (T, Precise), HAC (T), HAPGL, Rugged Terrain Refit, Smoke Launchers, Field Armor, ECM Suite, ECCM Suite, Comms Suite	Veh	1"

Code Name:	Walfish II
Manufacturer:	Republican Aerospace
Unit Type:	Aerial Transport
Height:	9.9 m / 32.5 ft
Weight:	110,200 kg / 242,949 lbs

The Walfish II was developed by the Southern Republic in the cycles leading up to the invasion as a successor to the aging Walfish. Visually identical to its predecessor, it has VTOL capabilities like its Northern cousin the Orca. Rumors that it was a show of power by the new DeRouen government are passed around between some groups.

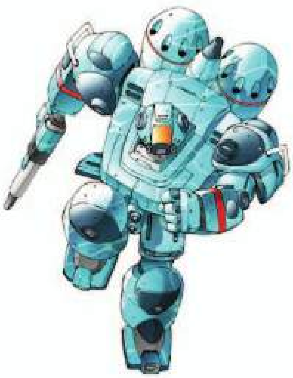


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Walfish II	95	5	2	F:12	7	20	-1	+0	-1	LAAM, Transport: 2 Vehicles or 6 Gears, Comms Suite	Veh, VTOL	3.5"



Code Name:	Water Viper
Manufacturer:	Chindo-Sladge Industries / Mandeers Heavy Industries
Unit Type:	Submersible Gear
Height:	4.7 m / 15.4 ft
Weight:	7,320 kg / 16,138 lb

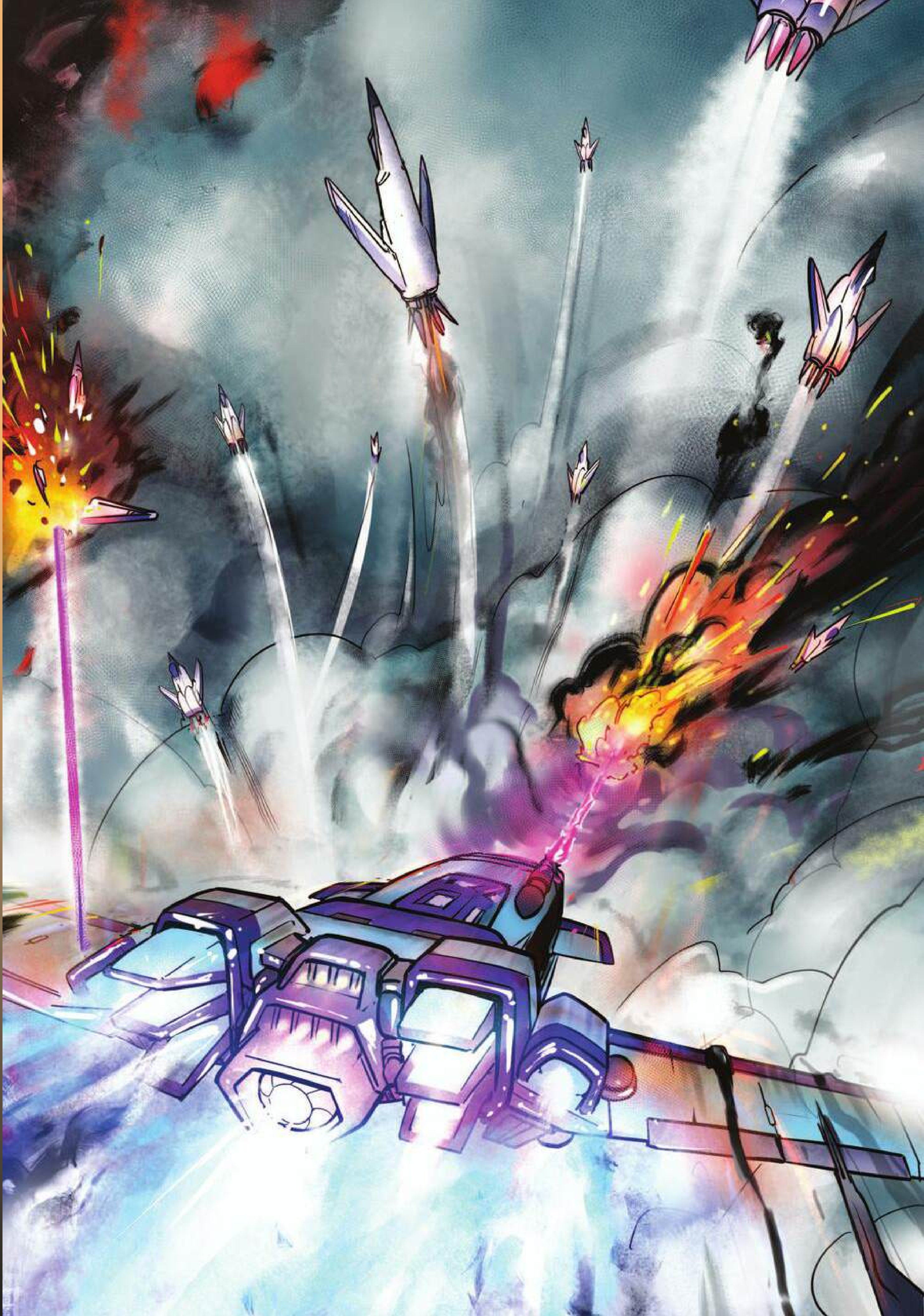
On a planet where most combat takes place on dry land, the Water Viper has a very niche market. However, the SRA has made significant purchases of the design to strengthen their swamp and jungle fighting units. The Water Viper Silent Running (SR) is further equipped with an ECM pod and its turbines are retrofitted to reduce cavitation.



Location	Stock	Strip
Torso	6	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Water Viper	20	5	1	W:6	7	8	+0	+0	-1	MFC (Manip), LSMG (Manip), LAPGL	Gear	1.5"
Water Viper Gunner	19	5	1	W:6	7	8	+0	+0	-1	MAC (Manip), LSMG (Manip), LAPGL	Gear	1.5"
Water Viper Brawler	21	5	1	W:6	7	8	+0	+0	-1	MGL (Manip), LSMG (Manip), LAPGL	Gear	1.5"
SR Upgrade	+6	+1	-	-	-	-	-	-	+1	- LVB (Manip), +LSG (Manip), + ECM Suite, + ECCM Suite, + Smoke Launchers, + Stealth Kit	-	-
Razorfang Upgrade	+3	+1	-	-	-	-	-	-	+1	+ Comms Suite, + ECCM Suite	-	-
Hands, Submersible, LRP (Link)												

SOUTH VEHICLE LIST 16



THE GHOST OF LAKE ESPERANCE

The sound of jet engines and the screech of tires filled the cavernous runway of station Alpha-012. Built into the mountains to remain hidden, sound was amplified in the underground airbase, even with the padded protection covering Sous-Sergent Chacon's ears. The forward-swept wings of an Aspic streaked by as it decelerated, and Chacon was already shouting through her comm-bead at her crew to prepare to rearm the fighter. The pilot wasted no time, the aircraft turning and slipping into one of the bays as the engines wound down with a pathetic whine.

Chacon's crew were scrambling around the craft. As she approached the bay, she could already tell that the interceptor was badly abused, and not from enemy fire. The exhaust nozzles were damaged, and the bare metal of the engines was marred by heat staining. The engine sputtered after it had been cut. This pilot really thrashed the engines, she thought. That's when she noted the unit markings…or rather lack thereof.

"What in Buddha's belly…? " She frowned under her helmet, sweat dripping into her eyes. Chacon rubbed them clear with her flight glove, smearing oil across her brow. She had been working hours on end since the offensive, fighters coming and going…often from units not even assigned to her base. She must have been seeing things. She knew she had to be hallucinating when Chacon spied the pilot's name and kill count stenciled under the cockpit. "Specter," she mouthed…no official name or rank. Twelve air-to-air victories, marked by slashes. It was an ace…and a pretentious one by the looks of it, to break such basic protocols as unit identifiers or rank.

When the canopy opened, the pilot stood wearily, lifting his visor so only his eyes were visible. He was looking around, searching, and spied her. She could see him stare. His gloved finger pointed to her, then the bay next to his. She followed his finger to the Quetzal fighter-bomber in the next berthing, currently unassigned. No name, no markings.

Suddenly she understood. The pilot had been hot-swapping—switching airframes currently unassigned as needed. No rest. No recovery. Constant missions. She approached him, nodding and tapping her helmet, throwing up hand signs to indicate a comms channel: 3 . He nodded and flipped the dial under his helmet.

"Alright hot stuff. You want it, you got it. I'll have to clear it with the CAG first." She saw him nod, but before she could respond, her CAG's voice was on her channel.

"He's cleared, let him do his thing. Just check fuel and systems first."

Chacon blinked in surprise, then gave a thumbs up to the pilot. She could see his eyes wrinkle into a tired smile as he returned the thumbs-up, then descended the ladder from his airframe. She was already shouting new instructions to her ground crew when she felt a hand on her shoulder. It was the pilot. Chacon turned, surprised, before he pressed something flimsy into her hand, patted her, and made for the new airframe that was now his.

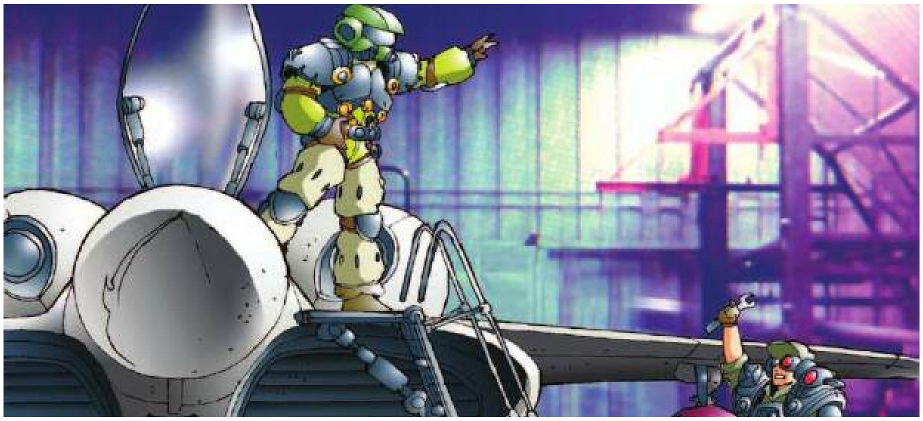
She looked down at her hand. It was a postcard…paper. Sunny beaches, a long chair and umbrella stretched to view a large lake.

"Visit Lake Esperance." She read the postcard title aloud, flipped it over to find one hastily written word, "Merci," in Universal French.

"Do you know who that is?" Her CAG called over her comms. She looked up to station control, where she saw him in his usual starched Republic burgundy uniform, pointing to the pilot.

"No, sir." Chacon blinked, watching the pilot climb into the new aircraft, starting his preflight check as the canopy descended. As it fell, she saw that same smile over his eyes as he turned back, pointing to Chacon and giving her a thumbs-up.

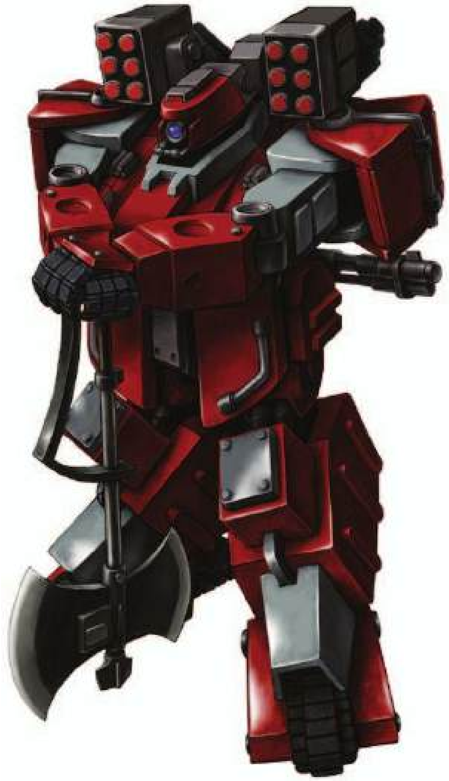
"That's the Ghost."



PEACE RIVER VEHICLE LIST 16

PEACE RIVER VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Hoplite	1
Mastiff	1
Pit Bull	1
Warrior	1
Jackal	2
Mameluk	2
Warrior IV	2
Gladiator	3
Stalker	3
Greyhound	4
Mustang	4
Skirmisher	4
Spartan	4
Crusader	5
Myrmidon	5
Black Wind	6
Harrier	6
Hyena II	7
Shinobi	7
Agamemnon	8
Argos	8
Cataphract	8
Coyote	8
Red Bull MkII	9
Uhlan	9



PEACE RIVER MILITARY FORCES

The primary military formation of Paxton Arms is the Peace River Defense Force (PRDF). This organization, officially a branch of Paxton Arms, consists of several professional and paramilitary units that collectively serve to protect Peace River and its interests.

The professional element of the PRDF is a standing force of around 10 regiments of full time combat forces. This force is primarily stationed around Peace River, although units rotate out to border operations under the command of the Border Defense force. Each regiment consists of a gear, infantry, and armored battalion, plus supporting elements. Regiments are designed to operate in a combined arms role without further support. The battalions are divided into companies, the exact number of which can vary. Each company consisting of 4 sections of gears, armored squadrons, or infantry platoons (mechanized or motorized). Gear sections consist of 3 squads of 5 gears each, armored squadrons consist of 2-4 striders, and infantry platoons consist of 4 squads of 10 troopers. Typical patrol units are pairs of striders, squads of gears, or squads of infantry.

Amongst the PRDF is a more elite unit called the Combined Task Force. This unit is the base formation for Peace River special operations. Task Force units are almost never seen above squad strength, although their skill renders even that small force a formidable opponent.

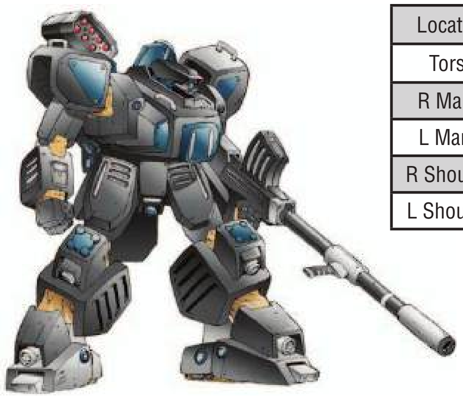
Many of the paramilitary groups that are part of the PRDF, as well as a small professional component, make up the PRDF Border Defense. This group is responsible for patrolling the Peace River Defense Zone, a large region that Paxton exerts military and economic dominance over in the name of protecting their assets. Mercenary units, local militias, and even the occasional rover outfit are brought in on an as-needed basis for operations like area sweeps, convoy protection, or anti-rover operations. At least 2 regiments from the PRDF are also part of the Border Defense on a rotating basis. These units provide full-time patrol coverage, although their small numbers mean that much of the area they are supposed to cover goes unobserved. Border Defense units are large formations with devoted support assets that are often detached to the PRDF units assigned to them. The major paramilitary groups is the Peace Office Corps, a full time law enforcement outfit. Peace Officers are typically individuals or small teams, but they can deputize any local militia forces as needed. Paxton also hires mercenaries to fill in gaps, who range from barely trained and equipped teams to large formations of well-equipped professionals.

An interesting note with all PRDF units, Border Defense and otherwise, is that they often take their equipment and even vehicles home with them when off duty or when not on deployment. This causes plenty of headaches for mechanics, but means that pop-up issues can often be dealt with very quickly by off duty local soldiers.

PRDF
PEACE RIVER DEFENSE FORCE

Code Name:	Agamemnon
Manufacturer:	Paxton
Unit Type:	Fire Support Gear
Height:	5.1 m / 16.9 ft
Weight:	9,850 kg / 21,715 lbs

The Agamemnon was taken by the Black Talon organization and would later become the Vulture. Despite this, Paxton continued work on the design and rolled it out on a small scale in the cycles leading up to the CEF invasion. Agamemnons are now used by pilots serving in fire support roles.

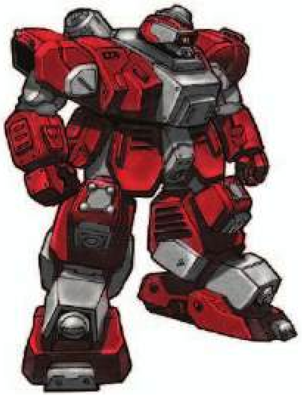


Location	Stock	Strip
Torso	7	16
R Manip	0	4
L Manip	0	4
R Shoulder	0	4
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Agamemnon	37	8	1	W/G:6	9	6	+1	+0	+0	HAC (Manip), LVB (Manip), MRP, MFC (Torso), MGM	Gear	2"
Shamshir Agamemnon	37	8	1	W/G:6	9	6	+1	+0	+0	HBZ (Manip), LVB (Manip), MRP, MFC (Torso), MGM	Gear	2"
Vanguard Agamemnon	37	8	1	W/G:6	9	6	+1	+0	+0	LFG (Manip), LVB (Manip), MRP, MFC (Torso), MGM	Gear	2"
Pilum Upgrade	+2	+1	-	-	-	-	-	-	-	- MGM, + MATM	-	-
Hands, Quick Response System, Medical Lab Kit, Field Armor												

Code Name:	Argos
Manufacturer:	Paxton
Unit Type:	Heavy Assault Gear
Height:	5.8 m / 18 ft
Weight:	10,300 kg / 22,708 lbs

Despite its massive bulk, the Argos is very easy to operate and carries a fearsome payload of weapons. It's reserved for some of the most experienced pilots. After someone is selected to become an Argos pilot they must then complete a significant training period to include melee tactics and techniques.

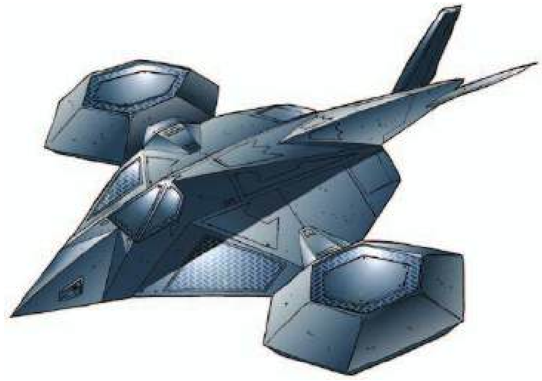


Location	Stock	Strip
Torso	7	15
R Manip	0	4
L Manip	0	4
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Argos	39	8	1	W/G:5	9	8	+1	+0	+0	HRC (Manip), MVB (Reach:1) (Manip), MAR, MFRG, MAPGL	Gear	2"
Demolisher Argos	37	8	1	W/G:5	9	8	+1	+0	+0	MSC (Manip), MVB (Reach:1) (Manip), MIRP, MFRG, MSE, MAPGL	Gear	2"
Shamshir Argos	38	8	1	W/G:5	9	8	+1	+0	+0	HBZ (Manip), MVB (Reach:1) (Manip), MATM, MFRG, MAPGL	Gear	2"
Chieftan Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
High Tech, Hands, Brawler:2, Field Armor, Resist:Haywire, Intimidating, Advanced Control System												

Code Name:	Black Wind
Manufacturer:	Paxton
Unit Type:	Stealth Hopper
Height:	3.6 m / 11.8 ft
Weight:	8,700 kg / 19,180 lbs

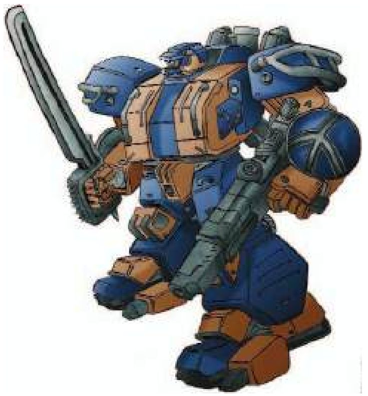
The Black Wind is another design acquired by the Talon project. At its core it is a very fast and agile hopper with a weapon loadout similar to a Dragonfly. The Talon project takes it one step further and adds some of the latest in stealth technology and a new ECM device to further reduce the ability to track and target this craft.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Black Wind VTOL	33	6	2	H:12	6	8	+0	+1	+0	MRF (Flak, Silencer), MRP (Link), Early Warning System, Target Designator, ECM Suite, Stealth Rig	Veh, VTOL	2"
Missile Upgrade	+2	+1	-	-	-	-	-	-	-	- MRP (Link), + LATM (Link)	-	-

Code Name:	Cataphract
Manufacturer:	Paxton
Unit Type:	Gear-Strider
Height:	7.3 m / 24 ft
Weight:	45,430 kg / 100,156 lbs

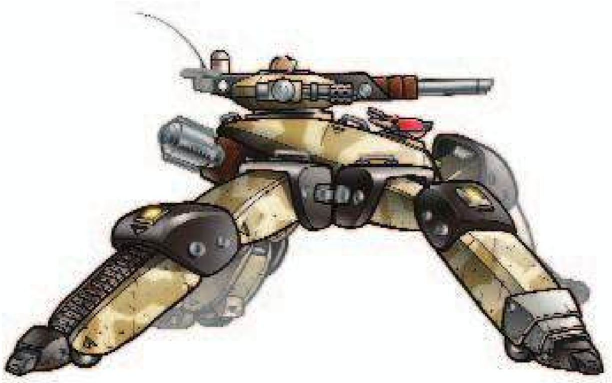
The original gear-strider, the Cataphract has a glorious history of dealing with CEF hovertanks and polar forces. The Cataphract carries weapons normally seen on tanks, such as rail guns, and tank guns and has one of the largest melee swords ever constructed. It has a fearsome reputation amongst Peace River and its enemies.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Cataphract	56	9	1	W/G:6	10	9	+0	-1	+0	MRG, LMG (Link, Auto), HVB (Apex, Reach:2), MFM, HFRG, Hands, ECM Suite, Brawler:2, Advanced Control System, Shield, High Maintenance, Intimidating	Str	2.5"
Vanguard Cataphract	54	9	1	W/G:6	10	9	+0	-1	+0	HRC, LMG (Link, Auto), HVB (Apex, Reach:2), MFM, HFRG, Hands, ECM Suite, Brawler:2, Advanced Control System, Shield, High Maintenance, Intimidating	Str	2.5"
Scourge Cataphract	54	8	1	W/G:6	10	9	+0	-1	+0	HBZ, LMG (Link, Auto), HVB (Apex, Reach:2), LATM (Precise), HFRG, Hands, ECM Suite, Brawler:2, Advanced Control System, Shield, High Maintenance, Intimidating	Str	2.5"
Tank Hunter Cataphract	57	9	1	W/G:6	10	9	+0	-1	+0	MTG, LMG (Link, Auto), HVB (Apex, Reach:2), MFM, HFRG, Hands, ECM Suite, Brawler:2, High Maintenance, Advanced Control System, Shield, Intimidating	Str	2.5"
Xyston Cataphract	55	9	1	W/G:6	10	9	+0	-1	+0	MFG, LMG (Link, Auto), HVB (Apex, Reach:2), MFM, HFRG, Hands, ECM Suite, Brawler:2, High Maintenance, Advanced Control System, Shield, Intimidating	Str	2.5"
Sarisa Upgrade	+1	+0	-	-	-	-	-	-	-	- MFM, + LATM (Precise)	-	-
Lord Upgrade	+1	+1	-	-	-	-	-	-	+1	+ Comms Suite, + ECCM Suite	-	-

Code Name:	Coyote
Manufacturer:	Paxton
Unit Type:	Medium Tank-Strider
Height:	4.7 m / 15.4 ft
Weight:	29,500 kg / 65,036 lbs

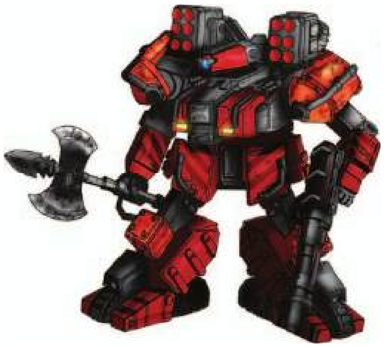
The Coyote Medium Tank-Strider was built from the ground up after the success of the Red Bull II. The Coyote is a daring exploration of the middle ground between tanks and striders and Paxton spent a generous amount of money on R&D in order to produce it with fingers crossed. To say they succeeded would be an understatement.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Coyote	45	8	2	W/G:6	9	8	+1	-1	+0	MRG (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Recon Sensors	Str	1.5"
Vanguard Coyote	43	8	2	W/G:6	9	8	+1	-1	+0	HRC (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Recon Sensors	Str	1.5"
Pilum Coyote	46	8	2	W/G:6	9	8	+1	-1	+0	MATM (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Recon Sensors	Str	1.5"
Crossfire Coyote	45	8	2	W/G:6	9	8	+1	-1	+0	MLC (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Recon Sensors	Str	1.5"
Alpha Dog Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECCM Suite, + Satellite Uplink	-	-

Code Name:	Crusader IV
Manufacturer:	Paxton
Unit Type:	Fire Support Gear
Height:	5.0 m / 16.4 ft
Weight:	8,760 kg / 19,313 lbs

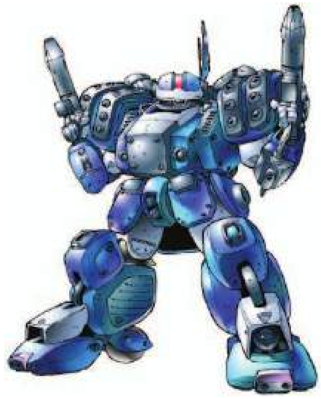
The Crusader is Paxton’s answer to the polar forces’ Grizzly and Cobra. It performs like its competitors, and even has some advantages. They are vulnerable to particle accelerators, but the Crusader V fixes this.



Location	Stock	Strip
Torso	4	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

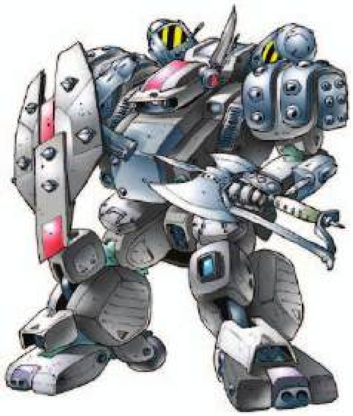
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Crusader IV	28	5	1	W/G:6	8	7	+0	+0	+0	HAC (Manip), MVB (Reach:1) (Manip), MRP (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Demolisher Crusader IV	27	5	1	W/G:6	8	7	+0	+0	+0	MSC (Manip), MVB (Reach:1) (Manip), MRP (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Scourge Crusader IV	27	5	1	W/G:6	8	7	+0	+0	+0	MBZ (Manip), MVB (Reach:1) (Manip), MRP (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Xyston Crusader IV	28	6	1	W/G:6	8	7	+0	+0	+0	LFG (Manip), MVB (Reach:1) (Manip), MRP (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Crossfire Crusader IV	26	5	1	W/G:6	8	7	+0	+0	+0	LLC (Manip), MVB (Reach:1) (Manip), MRP (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Crisis Responder Crusader V	29	7	1	W/G:6	8	7	+0	+0	+0	MPA (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LAPGL, Shield, - Vuln: Haywire	Gear	2"
Crusader V Upgrade	+2	+1	-	-	-	-	-	-	-	- MRP (Link) (L&R Shoulders), - LFM, + MRP (Shoulder), + MFM, - Vuln: Haywire	-	-
Low Tech, Hands, Quick Response System, Brawler:1, Vuln: Haywire, Widespread, Reinforced Cockpit												

Code Name:	Gladiator
Manufacturer:	Paxton
Unit Type:	Close Assault Gear
Height:	4.5 m / 14.8 ft
Weight:	6,853 kg / 15,108 lbs
The Gladiator was originally an expansion on the Warrior chassis. Over the design process, though, the Gladiator developed into an extremely high end gear. The Gladiator has excelled in operations against rovers. The gear is devastating at close ranges and able to cleave its way through targets with its vibro-axe.	

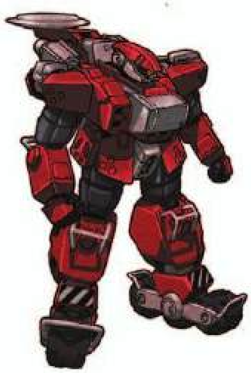


Location	Stock	Strip
Torso	6	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Gladiator	21	3	1	W/G:7	6	6	+0	+1	-1	MAC (Link) (Manip), LSG (Manip), LAPGL, Buckler (Shoulder)	Gear	1.5"
Scourge Gladiator	17	3	1	W/G:7	6	6	+0	+1	-1	LRBZ (Manip), LSG (Manip), LAPGL, Buckler (Shoulder)	Gear	1.5"
Shamshir Gladiator	19	4	1	W/G:7	6	6	+0	+1	-1	MBZ (Manip), LSG (Manip), LAPGL, Buckler (Shoulder)	Gear	1.5"
Vanguard Gladiator	21	5	1	W/G:7	6	6	+0	+1	-1	HAC (Manip), LSG (Manip), LAPGL, Buckler (Shoulder)	Gear	1.5"
Melee Specialist Upgrade	+1	+1	-	-	-	-	-	-	-	+ MVB (Manip), - Brawler:1, + Brawler: 2	-	-
Hands, Early Warning System, Brawler:1, Ram Plate, Reinforced Cockpit												



Code Name:	Greyhound
Manufacturer:	Paxton
Unit Type:	Recon / Command Gear
Height:	4.1 m / 13.5 ft
Weight:	5,525 kg / 12,181 lbs
The Greyhound uses advanced computational systems that automate many communication functions for the pilot, allowing them to focus more on the battle and tasks needing to be performed. While the stock Greyhound can be used by anyone, the Alpha is normally reserved for commanders.	

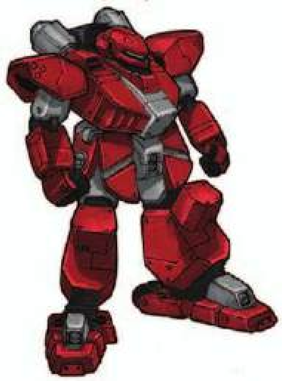


Location	Stock	Strip
Torso	6	12
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Greyhound	22	4	1	W/G:9	5	6	+0	+1	+1	MRF (Manip), LP (Manip), LVB	Gear	1.5"
Alpha Upgrade	+3	+2	-	-	-	-	-	-	+2	+ Satellite Uplink	-	-
Hands, Early Warning System, Airborne Deployment Rig, Satellite Uplink, Advanced ECM Suite, ECCM Suite, Elite Sensors												

Code Name:	Harrier
Manufacturer:	Paxton
Unit Type:	Recon Gear
Height:	4.1 m / 13.5 ft
Weight:	4,800 kg / 10,582 lbs

The Harrier is the offspring of a Skirmisher and Chasseur. Engineers at Paxton were so impressed by the NuCoal gear that they immediately lobbied for the opportunity to develop something similar. The Harrier is the preferred gear for recon specialists who need to be able to extract themselves from any situation quickly.

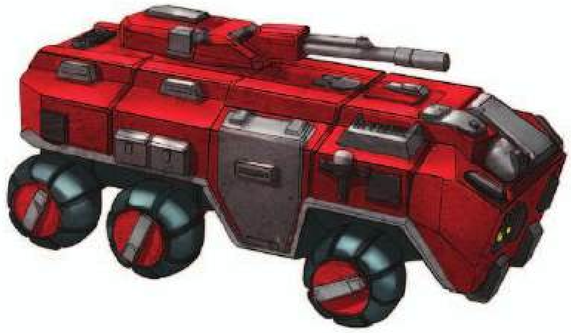


Location	Stock	Strip
Torso	7	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Harrier	23	6	1	W/H:10	5	6	+0	+1	+1	MRF (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Assassin Harrier	25	7	1	W/H:10	5	6	+0	+1	+1	HRF (Bipod) (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Crossfire Harrier	25	6	1	W/H:10	5	6	+0	+1	+1	LLC (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Enfilade Harrier	25	6	1	W/H:10	5	6	+0	+1	+1	LPA (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Fusilade Harrier	25	6	1	W/H:10	5	6	+0	+1	+1	LRL (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Scourge Harrier	21	6	1	W/H:10	5	6	+0	+1	+1	MRBZ (Manip), LP (Manip), LVB, LRP (Shoulder)	Gear	1.5"
Jetpack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Jetpack	-	-
Hands, High Tech, Early Warning System, Airborne Deployment Rig, Comms Suite, ECM Suite, ECCM Suite, Elite Sensors, Target Designator, High Maintenance												

Code Name:	Hoplite
Manufacturer:	Paxton
Unit Type:	APC
Height:	3.0 m / 9.8 ft
Weight:	20,560 kg / 45,327 lbs

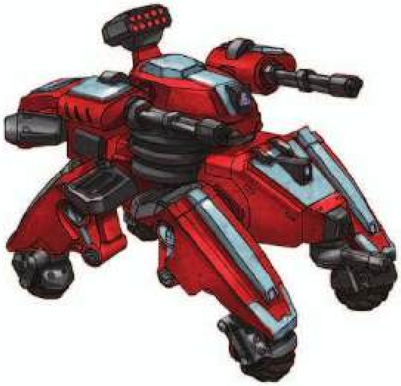
The Hoplite APC is the workhorse of Peace River's military regiments, carrying two squads of infantry. Different variants offer a wide selection of weapon options that the commander can use to tailor how the Hoplite supports infantry.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Hoplite	17	5	2	G:7	7	8	+0	-1	+0	MRF (T), Transport: 20 Infantry, Smoke Launchers	Veh	1"
Hippeis Hoplite	19	5	2	G:7	7	8	+0	-1	+0	MGM (T), Transport: 20 Infantry, Smoke Launchers	Veh	1"
Arbalest Hoplite	17	4	2	G:7	7	8	+0	-1	+0	MRP (T), Transport: 20 Infantry, Smoke Launchers	Veh	1"
Xyston Hoplite	18	6	2	G:7	7	8	+0	-1	+0	LFG, Transport: 20 Infantry, Smoke Launchers	Veh	1"
Medical Hoplite	14	1	2	G:7	7	8	+0	-1	+0	Medical Suite, Transport: 10 Infantry, Smoke Launchers	Veh	1"
Herd Lord Upgrade*	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
*The Herd Lord Upgrade cannot be applied to the Xyston or Medical Hoplite variant.												

Code Name:	Hyena II
Manufacturer:	Paxton
Unit Type:	Light Tank-Strider
Height:	4.6 m/ 15.1 ft
Weight:	15,400 kg/ 33,951 lbs

When the original Hyena factory was destroyed in the Peace River City anti-matter bombing, all manufacturing and development data pertaining to it was also destroyed. The Coyote was then gradually modified over time until it finally filled the Hyena's previous role as a medium tank-strider. When the Hyena was finally recreated, it was redesigned to take the Coyote's previous position as a light tank-strider. The engineers christened her the Hyena II.



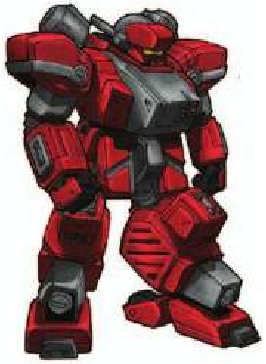
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Hyena II	39	7	1	W/G:7	8	8	+0	+0	-1	MLC (Linked, T), MMG (Advanced, Auto), MRP (Guided, AP:2), LCW, Stabilizer, Quick Response System	Str	1.5"
Fusillade Hyena II	39	7	1	W/G:7	8	8	+0	+0	-1	MRL (Linked, T), MMG (Advanced, Auto), MRP (Guided, AP:2), LCW, Stabilizer, Quick Response System	Str	1.5"
Spectre Dog Upgrade	+4	+1	-	-	-	-	-	-	+1	+ Advanced ECM Suite	-	-

PAXTON ARMS

THE PEACE RIVER CORPORATION

Code Name:	Jackal
Manufacturer:	Paxton
Unit Type:	Trooper Gear
Height:	4.2 m / 13.8 ft
Weight:	5,930 kg / 13,073 lbs

The Jackal has a few features not found on the Warrior. It has a larger melee weapon available and a variant with a sleek new Medium Rotary Laser (MRL). But most importantly, it is reliable and cheap. The Jackal has proved to be an economic boon, allowing Paxton a significant source of income during the reconstruction period.

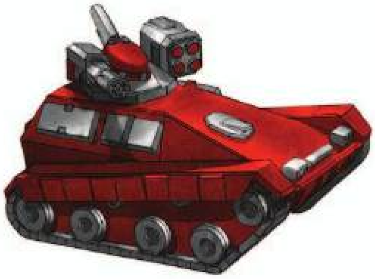


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Jackal	13	2	1	W/G:7	6	6	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LMG	Gear	1.5"
Vanguard Jackal	15	3	1	W/G:7	6	6	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LMG	Gear	1.5"
Kestros Jackal	15	4	1	W/G:7	6	6	+0	+0	-1	LAC/LGL (Manip), LVB (Manip), LMG	Gear	1.5"
Fusillade Jackal	19	5	1	W/G:7	6	6	+0	+0	-1	MRL (Manip), LVB (Manip), LMG	Gear	1.5"
Melee Specialist Upgrade	+1	+1	-	-	-	-	-	-	-	- LVB (Manip), + MVB (Manip), - Brawler:1, + Brawler:2	-	-
Alpha Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
Hands, Airborne Deployment Rig, Brawler:1, Widespread												

Code Name:	Mameluk
Manufacturer:	Paxton
Unit Type:	Infantry Fighting Vehicle
Height:	2.3 m / 7.6 ft
Weight:	3,230 kg / 7,121 lbs

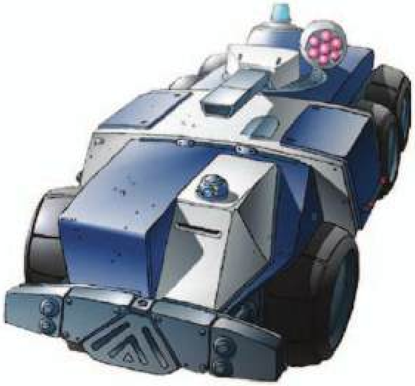
The Mameluk is an experiment in itself. It has an extremely low profile for a combat vehicle and uses treads for mobility across rough terrain. It barely fits two; driver and gunner. But the infantry have taken to it rather well because its weapons can challenge gears and other targets better than many of their man-portable options.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Mameluk	11	2	2	G:8	5	7	+0	+0	-1	LAAC (T), HMG (T), Airborne Deployment Rig	Veh	0.5"
Arbalest Mameluk	11	2	2	G:8	5	7	+0	+0	-1	LRP (T), HMG (T), Airborne Deployment Rig	Veh	0.5"

Code Name:	Mastiff
Manufacturer:	Paxton
Unit Type:	Armored Personnel Carrier
Height:	2.4 m / 7.9 ft
Weight:	10,240 kg / 22,575 lbs

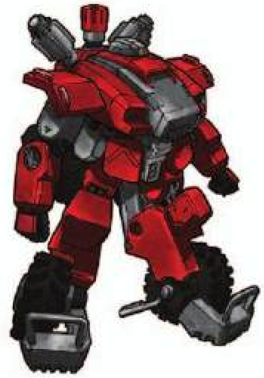
The Peace Officer Corps fields a number of modified armored personnel carriers for crowd control and emergency situations. These transports are often deployed for anti-rovers operations. Compared to the Hoplite there is not much reason for conventional forces to use them other than the fact that they are cheaper to produce.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Mastiff	10	1	2	G:7	5	6	+0	+0	+0	LRF (T), LAPGL, Transport: 10 Infantry	Veh	1"
Hippeis Mastiff	10	4	2	G:7	5	6	+0	+0	+0	LFM (T), Transport: 10 Infantry	Veh	1"
Medical Mastiff	10	2	2	G:7	5	6	+0	+0	+0	Transport: 10 Infantry, Medical Suite	Veh	1"
Herd Lord Mastiff	13	5	2	G:7	5	6	+0	+0	+1	LRF (T), LAPGL, Satellite Uplink, Transport: 10 Infantry	Veh	1"

Code Name:	Mustang
Manufacturer:	Paxton
Unit Type:	Fire Support Gear
Height:	5.1 m / 16.7 ft
Weight:	8,910 kg / 19,643 lbs

The Mustang is what the POC deploys on rover bases if the rovers decide to mess with Peace River or its protected citizens. Fast and a brute of a gear, the design could not be less subtle if it tried. Its speed is very good for a fire support gear, which means it can respond relatively fast to threats within Peace River territory.

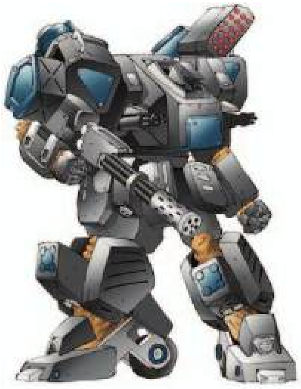


Location	Stock	Strip
Torso	4	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Mustang	19	4	1	W/G:7	7	6	+0	+0	-1	MAC (Manip), MVB (Manip), MAPR (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Vanguard Mustang	20	5	1	W/G:7	7	6	+0	+0	-1	HAC (Manip), MVB (Manip), MAPR (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Demolisher Mustang	19	5	1	W/G:7	7	6	+0	+0	-1	MSC (Manip), MVB (Manip), MAPR (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Shamshir Mustang	19	4	1	W/G:7	7	6	+0	+0	-1	MBZ (Manip), MVB (Manip), MAPR (Link) (L&R Shoulders), LFM, LAPGL	Gear	2"
Hands, Low Tech, Brawler: 2, Low Maintenance, Widespread, Ram Plate, Rugged Terrain Refit, Extended Fuel Tanks												

Code Name:	Myrmidon
Manufacturer:	Paxton
Unit Type:	Heavy Assault Gear
Height:	5.0 m / 16.4 ft
Weight:	9,015 kg / 19,875 lbs

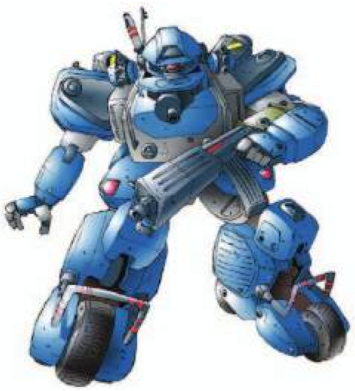
The Myrmidons were initially armed with the Banshee, a prototype 45-millimeter rotary cannon at the time. Both the Myrmidons and the Banshee heavy rotary cannons are now well known for their smooth response and rugged durability, two good qualities for any machine on Terra Nova.



Location	Stock	Strip
Torso	4	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

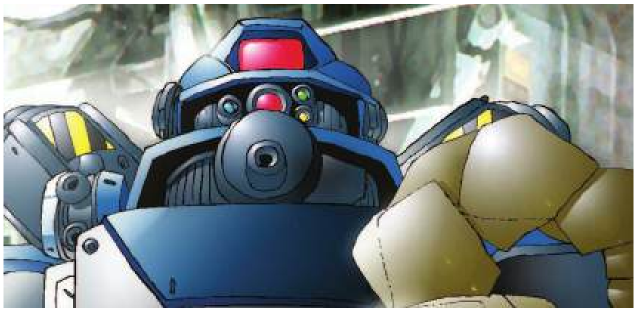
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Myrmidon	29	6	1	W/G:6	8	8	+0	+0	+0	HRC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	2”
Shamshir Myrmidon	29	5	1	W/G:6	8	8	+0	+0	+0	HBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	2”
Assassin Myrmidon	29	5	1	W/G:6	8	8	+0	+0	+0	HRF (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	2”
Hands, Quick Response System, LRC (Link, Torso), Spotlight, Medical Lab Kit, Reinforced Cockpit												

Code Name:	Pit Bull
Manufacturer:	Paxton
Unit Type:	Assault Gear
Height:	4.3 m / 14.1 ft
Weight:	5,908 kg / 13,025 lbs
Much like the Warrior on which it is based, the Pit Bull has undergone many revisions. It was first produced in the TN 1870s as a police gear for the Peace Officer Corps (POC). It has sold much better than the Warrior thanks to its low cost, distinctive role, appearance, and great service record.	

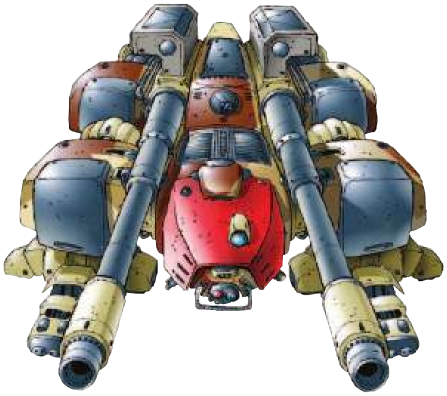


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Pit Bull	12	1	1	W/G:7	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LAPGL (Link)	Gear	1.5"
Scourge Pit Bull	12	1	1	W/G:7	5	6	+0	+1	-1	LRBZ (Manip), LVB (Manip, LAPGL (Link)	Gear	1.5"
Sweeper Pit Bull	12	2	1	W/G:7	5	6	+0	+1	-1	MFC (Manip), LVB (Manip), LFRG, LAPGL (Link)	Gear	1.5"
Spectre Upgrade	+2	+1	-	-	-	-	-	-	+0	+ ECM Suite, + Recon Sensors	-	-
Alpha Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Ubiquitous, Early Warning System, Widespread, LMG, Spotlight												

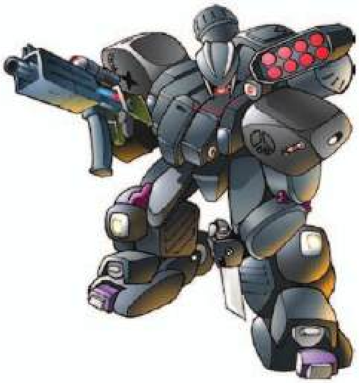


Code Name:	Red Bull Mk2
Manufacturer:	Paxton
Unit Type:	Tank-Strider
Height:	6.6 m / 21.7 ft
Weight:	47,500 kg / 104,720 lbs
The Red Bull Mk2 was Terra Nova's first tank-strider. The Mk2's performance has proven the concept's viability by presenting a platform with heavy tank-like armor and strider-esque flexibility. These lumbering titans come providing the armies of Peace River with much needed artillery, missile, and direct heavy firepower.	



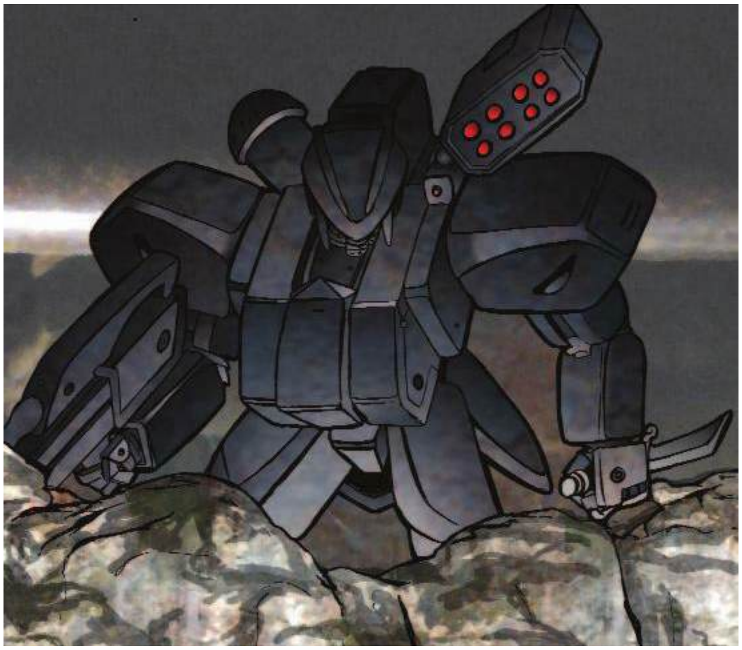
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Red Bull MK2	56	9	2	W/G:5	12	8	+1	-1	+0	MRC (T, Flak), LRC, MFG (T, Link), HAPGL, MCW, Stabilizer, Anti-Missile System, Lumbering, Recon Sensors	Str	2"
Sarisa Bull MK2	66	9	2	W/G:5	12	8	+1	-1	+0	MRC (T, Flak), LRC, HATM (T), HAPGL, MCW, Stabilizer, Anti-Missile System, Lumbering, Recon Sensors	Str	2"
Xyston Bull MK2	59	9	2	W/G:5	12	8	+1	-1	+0	MRC (T, Flak), LRC, HFG (T), HAPGL, MCW, Stabilizer, Anti-Missile System, Lumbering, Recon Sensors	Str	2"
Arbalest Upgrade	+4	+1	-	-	-	-	-	-	-	- MRC (T, Flak), + 2x HAR (T)	-	-

Code Name:	Shinobi
Manufacturer:	Paxton
Unit Type:	Stealth Gear
Height:	4.1 m / 13.5 ft
Weight:	5,100 kg / 11,244 lbs
The Shinobi is one of the secret results from Project Talon. Aided by captured CEF tech and Paxton's knowledge of covert operations, the Shinobi project breaks typical research budgets in an attempt to make the best stealth gear available. While the design is extremely good, some debate if the price was worth it.	



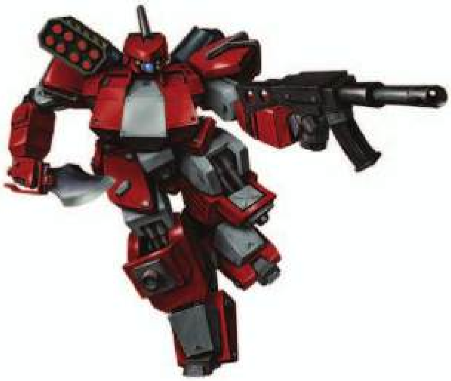
Location	Stock	Strip
Torso	8	12
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Shinobi	18	7	1	W/G:8	5	6	+1	+1	+0	LAC (Precise, Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Vanguard	20	7	1	W/G:8	5	6	+1	+1	+0	MAC (Precise, Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Lookout	17	7	1	W/G:8	5	6	+1	+1	+0	LRF (Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Sweeper	16	7	1	W/G:8	5	6	+1	+1	+0	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG	Gear	1.5"
Shinobi Scourge	16	7	1	W/G:8	5	6	+1	+1	+0	LRBZ (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Assassin	21	8	1	W/G:8	5	6	+1	+1	+0	HRF (Bipod, Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Crossfire	20	7	1	W/G:8	5	6	+1	+1	+0	LLC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Enfilade	20	7	1	W/G:8	5	6	+1	+1	+0	LPA (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Shinobi Fusillade	22	7	1	W/G:8	5	6	+1	+1	+0	MRL (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Spectre Upgrade	+5	+1	-	-	-	-	-	-	+2	+ Advanced ECM Suite, + Recon Sensors	-	-
Melee Specialist Upgrade	+2	+1	-	-	-	-	-	-	-	- LVB (Manip), + LVB (Precise) (Manip), + Brawler:2	-	-
Chieftain Upgrade	+2	+1	-	-	-	-	-	-	-	+ ECCM Suite, + Satellite Uplink	-	-
Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, Stealth Kit, Rare												



Code Name:	Skirmisher
Manufacturer:	Paxton
Unit Type:	Recon Gear
Height:	4.2 m / 13.8 ft
Weight:	5,780 kg / 12,743 lbs

The Skirmisher is a long-range reconnaissance gear, and the result of the Protectorate Defense Plan to field exclusively Paxton-made models. It's maximized in as many ways as it can be, with research budgets being the only restriction. This gear offers more customization options that any other recon gear on the market.



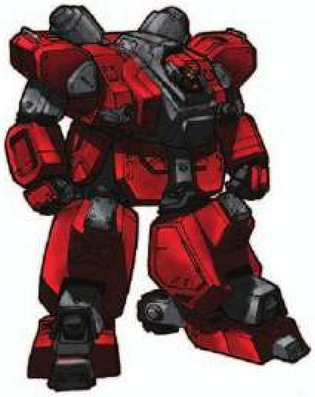
Location	Stock	Strip
Torso	2	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Skirmisher	19	4	1	W/G:8	5	6	+0	+1	+1	LRF (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Vanguard Skirmisher	19	4	1	W/G:8	5	6	+0	+1	+1	LAC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Sweeper Skirmisher	19	4	1	W/G:8	5	6	+0	+1	+1	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG	Gear	1.5"
Scourge Skirmisher	19	4	1	W/G:8	5	6	+0	+1	+1	LRBZ (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Assassin Skirmisher	21	6	1	W/G:8	5	6	+0	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Chieftain Upgrade	+2	+1	-	-	-	-	-	-	+2	+ Satellite Uplink, + ECCM Suite	-	-
Tag Upgrade	+2	+1	-	-	-	-	-	-	+2	+ Target Designator, + ECCM Suite	-	-
Special Forces Upgrade	+4	+2	-	-	-	-	-	-	+2	+ Stealth Kit	-	-

Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, Advanced ECM Suite, Elite Sensors, Extended Fuel Tanks

Code Name:	Spartan
Manufacturer:	Paxton
Unit Type:	Heavy Trooper Gear
Height:	4.8 m / 15.8 ft
Weight:	7,330 kg / 16,160 lbs

Like the Jackal, the Spartan is part of the Paxton Arms "A Gear For Everyone" initiative. In order to maintain a market presence after 1939, Paxton Arms revealed a range of budget gears which would be more affordable than their existing line of high end military gears. The Spartan fills the role of an affordable heavy trooper.



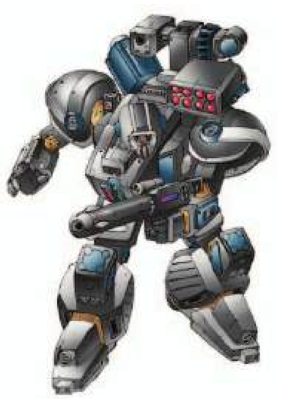
Location	Stock	Strip
Torso	6	12
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Spartan	21	4	1	W/G:6	7	7	+0	+0	+0	HAC (Manip), LCBL (Manip), MMG	Gear	2"
Incendiary Spartan	19	4	1	W/G:6	7	7	+0	+0	+0	MFL (Manip), LCBL (Manip), MMG, LGM, Fireproofing	Gear	2"
Assassin Spartan	21	6	1	W/G:6	7	7	+0	+0	+0	HRF (Manip), LCBL (Manip), MMG	Gear	2"
Vanguard Spartan	23	5	1	W/G:6	7	7	+0	+0	+0	HRC (Manip), LCBL (Manip), MMG	Gear	2"
Kestros Spartan	21	4	1	W/G:6	7	7	+0	+0	+0	MGL (Manip), LCBL (Manip), MMG	Gear	2"
Fusilade Spartan	21	5	1	W/G:6	7	7	+0	+0	+0	LRL (Manip), LCBL (Manip), MMG	Gear	2"
Enfilade Spartan	21	5	1	W/G:6	7	7	+0	+0	+0	LPA (Manip), LCBL (Manip), MMG	Gear	2"
Scourge Spartan	19	4	1	W/G:6	7	7	+0	+0	+0	MBZ (Manip), LCBL (Manip), MMG	Gear	2"
Spectre Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECM Suite, + Recon Sensors	-	-

Hands, Airborne Deployment Rig, LFC (Torso), Widespread

Code Name:	Stalker
Manufacturer:	Paxton
Unit Type:	Command Gear
Height:	4.0 meteres / 13.1 ft
Weight:	6,275 kg / 13,834 lbs

The PRDF took delivery of its first Stalker in the Spring of TN 1932. Since then, Paxton Arms has built over one hundred of these gears. While some have been deployed in front line regiments, most were never fielded. Where these gears are now is anyone’s guess. At least one is used by a duelist in the Khayr ad-Din dueling circuits.

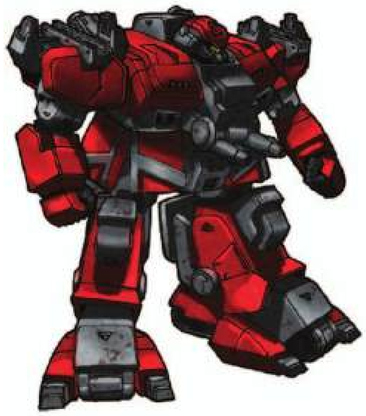


Location	Stock	Strip
Torso	7	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Stalker	26	3	1	W/G:7	7	7	+1	+1	+1	MAC/LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5”
Scourge Stalker	24	3	1	W/G:7	7	7	+1	+1	+1	LRBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5”
Crossfire Stalker	28	4	1	W/G:7	7	7	+1	+1	+1	LLC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5”
Stalker Sweeper	26	3	1	W/G:7	7	7	+1	+1	+1	MFC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5”
Assassin Stalker	26	3	1	W/G:7	7	7	+1	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5”
Incendiary Stalker	24	3	1	W/G:7	7	7	+1	+1	+1	MFL (Manip), LVB (Manip), LIRP (Shoulder), LAPGL, Fireproofing	Gear	1.5”
Hands, Satellite Uplink, Early Warning System, Comms Suite												

Code Name:	Uhlan
Manufacturer:	Paxton
Unit Type:	Gear-Strider
Height:	7.3 m / 24 ft
Weight:	51,220 kg / 112,921 lbs

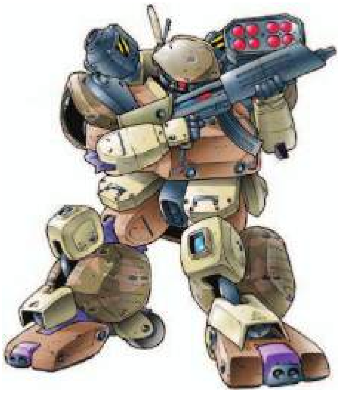
The Uhlan is bristling with weapons and has been called the “walking pillbox”. A single Uhlan is capable of laying down a withering stream of fire that can tear any gear to pieces. Defensively it couples very heavy armor with an efficient anti-missile system, allowing it to withstand even the fiercest enemy assaults.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Uhlan	64	9	2	W/G:5	11	9	+1	-1	+0	HAC (Apex, AP:3), MAC (Link), LAPGL (Auto), HSG, HRP (Link), HFRG, Hands, Anti-Missile System, Brawler:1, Advanced Control System, High Maintenance	Str	2.5"
Kestros Uhlan	65	9	2	W/G:5	11	9	+1	-1	+0	HGL (Apex), MAC (Link), LAPGL (Auto), HSG, HRP (Link), HFRG, Hands, Anti-Missile System, Brawler:1, Advanced Control System, High Maintenance	Str	2.5"
Fusillade Uhlan	67	9	2	W/G:5	11	9	+1	-1	+0	HPL (Apex), MAC (Link), LAPGL (Auto), HSG, HRP (Link), HFRG, Hands, Anti-Missile System, Brawler:1, Advanced Control System, High Maintenance	Str	2.5"
Tank Hunter Upgrade	+4	+1	-	-	-	-	-	-	-	- HRP (Link), + MTG (Link)	-	-
Lord Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + ECCM Suite	-	-

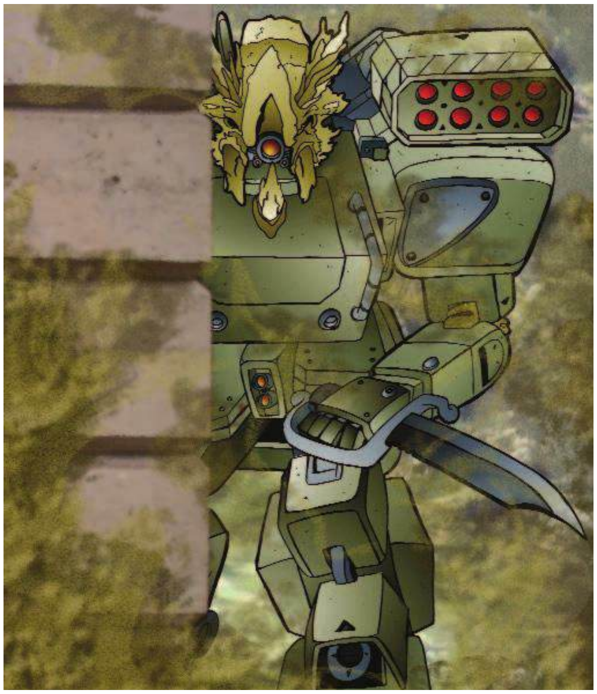
Code Name:	Warrior
Manufacturer:	Paxton
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	6,642 kg / 14,643 lbs

The Warrior is Peace River's main trooper gear. It is deployed throughout the Badlands and is often used to deal with rover threats. Though similar to the Hunter or Jager in many ways, the Warrior includes a standard option for an ECM suite sufficient to disrupt rover communications as a prelude to an assault.



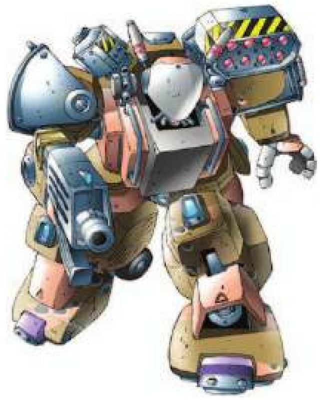
Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Warrior	13	1	1	W/G:6	6	7	+0	+0	+0	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Vanguard Warrior	15	2	1	W/G:6	6	7	+0	+0	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Sweeper Warrior	13	2	1	W/G:6	6	7	+0	+0	+0	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Lookout Warrior	15	2	1	W/G:6	6	7	+0	+0	+0	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Scourge Warrior	13	1	1	W/G:6	6	7	+0	+0	+0	LRBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Kestros Warrior	15	1	1	W/G:6	6	7	+0	+0	+0	LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Incendiary Warrior	13	5	1	W/G:6	6	7	+0	+0	+0	MFL (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Fireproofing	Gear	1.5"
Pilum Warrior	17	3	1	W/G:6	6	7	+0	+0	+0	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Crossfire Warrior	17	4	1	W/G:6	6	7	+0	+0	+0	LLC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Spectre Upgrade	+2	+1	-	-	-	-	-	-	-	+ ECM Suite	-	-
Assault Upgrade	+2	+1	-	-	-	-	-	-	-	+ Armored Jacket	-	-
Chieftain Upgrade	+1	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
Hands, Ubiquitous, Widespread												



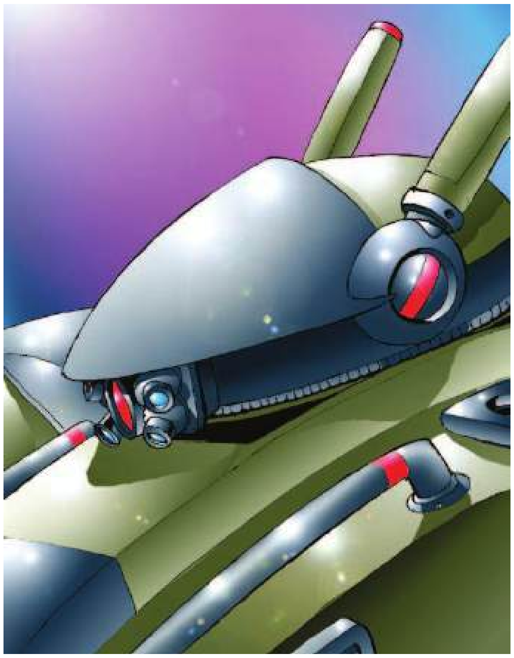
Code Name:	Warrior IV
Manufacturer:	Paxton
Unit Type:	Assault Gear
Height:	4.4 m / 14.4 ft
Weight:	6,761 kg / 14,906 lbs

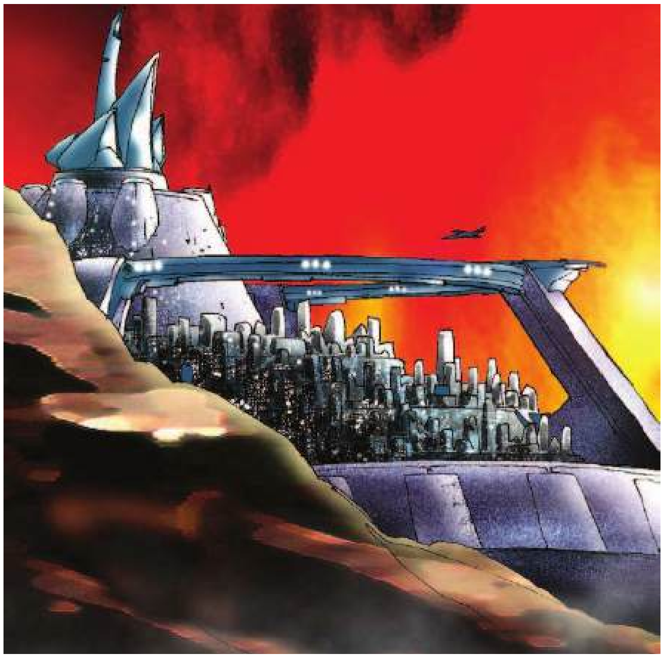
The Warrior IV has seen wide scale deployment throughout the Badlands. Tasked primarily with defending the Alpha Maglev line, they have mounted an effective campaign against CEF saboteurs. The heavier rocket payload makes it a decent deterrent against the invaders' armor columns even in its standard configuration.



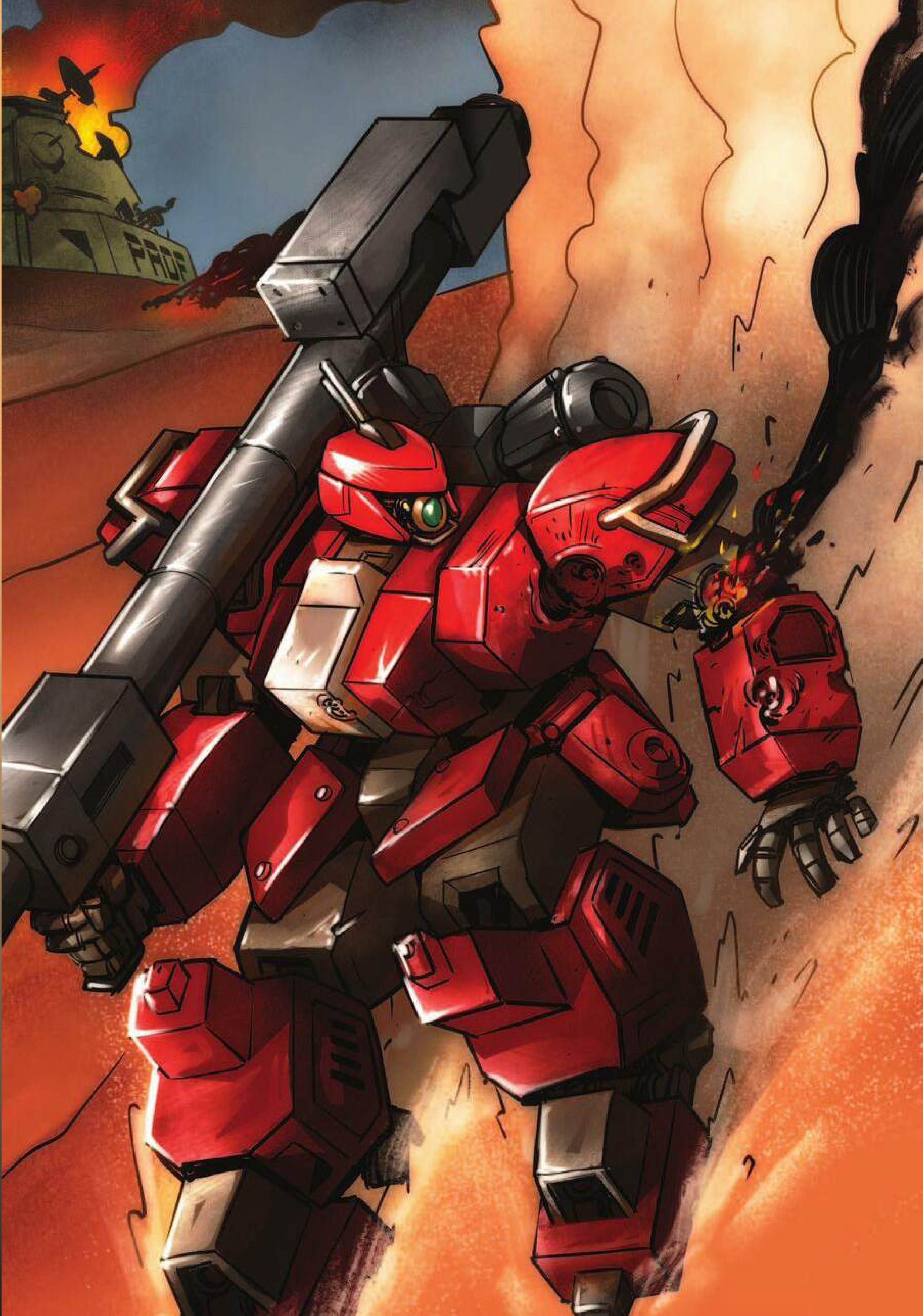
Location	Stock	Strip
Torso	6	12
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Warrior IV	21	2	1	W/G:7	7	6	+1	+1	+0	LAC (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Vanguard Warrior IV	21	3	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Sweeper Warrior IV	21	3	1	W/G:7	7	6	+1	+1	+0	MFC (Manip), LVB (Manip), MRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Scourge Warrior IV	21	4	1	W/G:7	7	6	+1	+1	+0	LRBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Shamshir Warrior IV	21	3	1	W/G:7	7	6	+1	+1	+0	MBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Pilum Warrior IV	22	3	1	W/G:7	7	6	+1	+1	+0	LAC (Manip), LVB (Manip), LATM (Shoulder), LAPGL	Gear	1.5"
Fusillade Warrior IV	25	5	1	W/G:7	7	6	+1	+1	+0	MRL (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Crossfire Warrior IV	23	5	1	W/G:7	7	6	+1	+1	+0	LLC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Special Forces Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Stealth Kit	-	-
Jetpack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Jetpack	-	-
Spectre Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECM Suite, + Recon Sensors	-	-
Assault Upgrade	+2	+1	-	-	-	-	-	-	-	+ Armored Jacket	-	-
Chieftain Upgrade	+3	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Hands, Airborne Deployment Rig, Ram Plate												





PEACE RIVER VEHICLE LIST 16



FIREFIGHT IN NOWHERE

The Okali Valley Outpost's roof was collapsing, and the PRDF logo was in flames. Duelist Corvid Espisito sped past, her Skirmisher skidding low and fast on its SMS wheels as it traced a tight curve all the way around the burning building. With her teeth clenched and hands gripping sticks to hold the curve, she still had her shot lined up before the CEF Frame even came into view. After she had "fled" around the outpost, the F6-16 had turned back to cover. But she had sandbagged her acceleration to hide her real speed. When she came around the far side of the building at top speed, the frame was caught out in the open. She cradled her rapid-fire bazooka, pushed the recoil back into the turn. and unloaded her clip into the squat frame. The Earther probably didn't even see her before the Frame was blown off its feet, its crew compartment imploding under the successive explosive hits.

There were many kinds of duelists on Terra Nova. Corvid was the sort of hybrid creature that came from growing up in the Peace River Defense Zone. She had cut her teeth on an antique Ferret, using speed for safety. She had learned to shoot in a Mk. I Warrior issued to her PRDF-backed militia. Now, they had finally put her in something that combined speed and firepower. Earth was seeing the results.

As the locals and PRDF reinforcements exchanged frantic commands on her radio, Corvid pushed out across open ground towards the hill the CEF was swarming over. A brightly colored crisscross of incoming fire lit her VR helmet up with warnings. She didn't need them. The roar of vaporized air from the lasers and the popping of cannon rounds was enough to tell her she was passing through the crossfire. Someone finally had the sense to order her to pull back just as she reached the side of the hill. By then it was too late. With her bazooka reloaded, ECM on auto, and personalized vibro-gladius in her off-hand, she was going in. Before the attack she had seen flashes from behind the hill. That artillery had cratered the outpost. It was close, though. It must have been back there. She wasn't going to wait for command to realize it.

She dropped down into a wash along the side of the hill to get out of fire, switching to walker mode and tucking into a run. If she could use the sensor shadow to get around the hill before they realized she was behind their lines… it was already too late. A trio of hoverbikes – likely having had the same idea – hurled down into the wash almost on top of her. In the split second she had to see them the GREL pilots seemed surprised. She caught one with her gladius, slicing the GREL rider in half, and turned the movement into a shoulder charge on a second. The bike deflected off her at high speed and impacted into the hillside with a fireball. As she righted her gear, her head ringing from the impact, the third bike throttled past. He would be back in seconds to flank her.

One arm of her gear was mauled and throwing servo errors from the charge, but she could still fire if she braced right. GREL support was bad. That meant a full-scale raid. But why here? This was the middle of nowhere. The only industry was Paxton medical supplies. The CEF was either deeply lost or just being pointlessly cruel. She would have to figure out which later. She was approaching the dust cloud of a MAT-72 artillery tank . The cloud might just give her enough cover to get in close, but she actually had no idea if she could kill the tank once she did. In her gear, riding the momentum, she didn't care. The CEF had picked the wrong chunk of nowhere to invade.

PRDF
PEACE RIVER DEFENSE FORCE

NUCOAL VEHICLE LIST 16

NUCOAL VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Chasseur	1
Sampson	1
Stripped-Down Chasseur	1
Lancier	2
Chasseur MK2	3
Chasseur Paratrooper	3
Chevalier	5
Cuirassier	5
Espion	5
Jerboa	5
Fusilier	7
Jerboa Paratrooper	7
Tirailleur	7
Arbalestier	8
Voltigeur	9
Hussar	10

NUCOAL MILITARY FORCES

NuCoal's military forces are organized into 3 layers. These layers do not reflect command structure, but simply the preeminence of a formation. The top tier is the Port Arthur Korps, a force of some 80,000 GREL soldiers with 30,000 additional human personnel, which was divided into five total divisions of equal size pre-invasion. These are further divided into brigades, and then regiments. As of 1954 the Korps is rebuilding. It has been reduced to just 4 brigades named Wolf, Falcon, Lion and Hawk. None of these brigades are at full strength, and equipment is being sourced from anywhere it can be found.

The second tier is the NuCoal Self Defense Force, which consists of regiments raised from various city-states that are responsible for defending a certain region. The third tier is reserve regiments from regions outside of the major city-states. These forces are used as garrison units to defend a certain regions and can also assist with repairs to damaged infrastructure. Most of NuCoal's maglev line access and general anti-rover operations are performed by these units. Post-invasion the NSDF has grown in its role as the PAK is rebuilding.

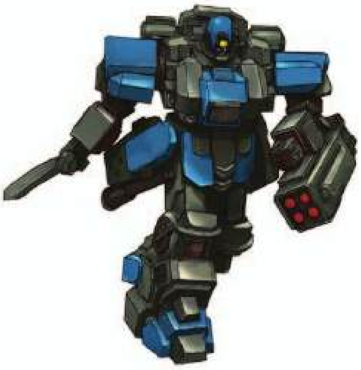
NuCoal regiments are somewhat flexible in their organization, but generally are broken into infantry, armored and gear regiments. Port Arthur uses a modified CEF formation system. A regiment consists of between 5 and 7 companies, which may be organized into battalions. Each regiment generally has 1 gear, tank and armored infantry company plus a support company. Regiments of a certain type typically include at least 1 additional company of their type, so gear regiments often include a second gear company.

Companies consist of 4 sub-formations. Gears are organized into sections, which consist of 3 squads of 5 gears each. Infantry are organized into platoons of 4 10-man squads with APCs. Armored units are organized into 4 tank squadrons of between 2 and 4 vehicles each. A single sub-formation is typical for patrols.

Regardless of size or origin, NuCoal units have a noted tendency to focus on internal issues and concerns. They will be more interested in defending their homes and communities than getting involved in external affairs.

Code Name:	Arbalestier
Manufacturer:	Neil Motorworks
Unit Type:	Fire Support Gear
Height:	5.0 meters / 16.4 ft
Weight:	9,050 kg / 19,952 lb

Since NuCoal forces generally utilize tactics that require fast machines, the more traditional fire support gears find themselves struggling to keep pace. The answer is the hover capable Arbalestier from Neil Motorworks, sporting speeds normally only attained by smaller gears such as Jaguars and Black Mambas.

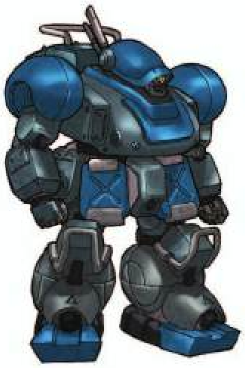


Location	Stock	Strip
Torso	8	18
R Manip	0	4
L Manip	4	4
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Arbalestier	39	8	1	W/H:7	9	6	+1	+0	-1	HRP (Guided, - Limited Ammo) (Manip), MRP (Link) (L&R Shoulders), MGM, MFC, MVB, HPZ, LMG, LAPGL	Gear	2"
Arbalestier Grenadier	41	8	1	W/H:7	9	6	+1	+0	-1	HRP (Guided, - Limited Ammo) (Manip), MRP (Link) (L&R Shoulders), MGM, MGL, MVB, HPZ, LMG, LAPGL	Gear	2"
Arbalestier Demolisher	41	8	1	W/H:7	9	6	+1	+0	-1	HRP (Guided, - Limited Ammo) (Manip), MATM (Link) (L&R Shoulders), MGM, HPZ, HSE, LMG, LAPGL	Gear	2"
Rare, Hands, Airborne Deployment Rig, Intimidating, Advanced Control System												

Code Name:	Chasseur
Manufacturer:	Neil Motorworks
Unit Type:	Trooper Gear
Height:	4.3 meters / 14.1 ft
Weight:	6,600 kg / 14,551 lb

The Chasseur can trace its lineage back to the Jager from Territorial Arms. Following the rejection of the Chasseur by the SRA, the city-state of Nineveh purchased and perfected the gear. The CEF so admired the Chasseur during the first invasion that it would later inspire future CEF frame design.

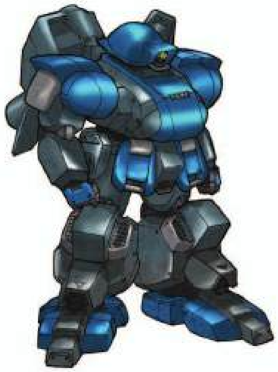


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Chasseur	14	1	1	W/H:9	6	6	+0	+0	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur Gunner	16	2	1	W/H:9	6	6	+0	+0	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur Grenadier	16	1	1	W/H:9	6	6	+0	+0	-1	LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur Flechette	14	2	1	W/H:9	6	6	+0	+0	-1	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Chasseur Hellfire	14	1	1	W/H:9	6	6	+0	+0	-1	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur Torch	14	3	1	W/H:9	6	6	+0	+0	-1	MFL (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Fireproofing	Gear	1.5"
Chasseur Mortier	16	3	1	W/H:9	6	6	+0	+0	-1	LAC (Manip), LVB (Manip), LFM, LAPGL	Gear	1.5"
Chasseur Demolisher	16	3	1	W/H:9	6	6	+0	+0	-1	MSC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Jetpack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Jetpack	-	-
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-
Hands, Ubiquitous												

Code Name:	Chasseur MK2
Manufacturer:	Neil Motorworks
Unit Type:	Strike Gear
Height:	4.4 meters / 14.4 ft
Weight:	7,000 kg / 15,432 lb

Although the Mk2 has seen limited distribution due to the complexities of manufacturing, those units so equipped have shown impressive results against CEF forces. Hastily deployed in only a red ochre primer, Colonel Arthur's Wolf Brigade earned numerous battle honors and a fearsome reputation with these gears.

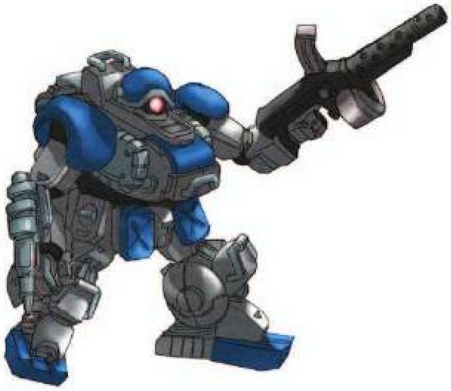


Location	Stock	Strip
Torso	6	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Chasseur Mk2	17	3	1	W/H:9	6	6	+0	+1	-1	LAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur MK2 Gunner	19	3	1	W/H:9	6	6	+0	+1	-1	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur MK2 Grenadier	19	3	1	W/H:9	6	6	+0	+1	-1	LGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur MK2 Flechette	17	3	1	W/H:9	6	6	+0	+1	-1	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Chasseur MK2 Hellfire	17	3	1	W/H:9	6	6	+0	+1	-1	LBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Chasseur MK2 Fulgurant	21	5	1	W/H:9	6	6	+0	+1	-1	LPA (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-
Hands, Early Warning System, Jetpack, High Maintenance												

Code Name:	Chasseur Paratrooper
Manufacturer:	Neil Motorworks
Unit Type:	Paratrooper Gear
Height:	4.3 meters / 14.1 ft
Weight:	6,435 kg / 14,187 lb

The Chasseur Paratroopers fielded by NuCoal feature modified weapons configurations so that they can be equipped with gear sized parachutes. In addition to the frame and shock absorber modifications that allow them to survive the impact of a landing, the jetpacks give these gears an additional control during descent.

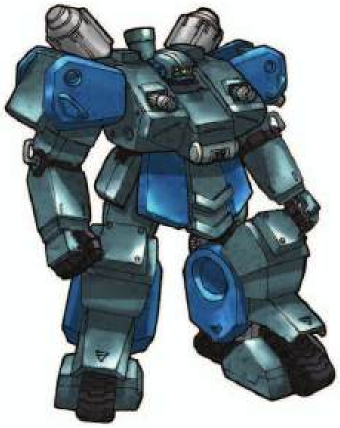


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Chasseur Paratrooper	16	4	1	W/H:9	6	6	+0	+0	-1	LAC/LGL (Manip), LSG (Manip), LAPGL	Gear	1.5"
Chasseur Gunner Paratrooper	16	4	1	W/H:9	6	6	+0	+0	-1	MAC (Manip), LSG (Manip), LAPGL	Gear	1.5"
Chasseur Hellfire Paratrooper	14	3	1	W/H:9	6	6	+0	+0	-1	LBZ (Manip), LSG (Manip), LAPGL	Gear	1.5"
Chasseur Flechette Paratrooper	14	3	1	W/H:9	6	6	+0	+0	-1	MFC (Manip), LSG (Manip), LAPGL	Gear	1.5"
Jetpack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Jetpack	-	-
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-
Hands, Airborne Deployment Rig												

Code Name:	Chevalier
Manufacturer:	Neil Motorworks
Unit Type:	Fire Support Gear
Height:	5.0 meters / 16.4 ft
Weight:	8,900 kg / 19,621 lb

The Chevalier has a good variety of weapons, making this gear very versatile on the field. Chevalier pilots represent a small subset of the NuCoal population who prefer firepower over speed. The Chevalier Spear is one of the most popular variants because the amount of rockets it can fire at once is spectacular to behold.

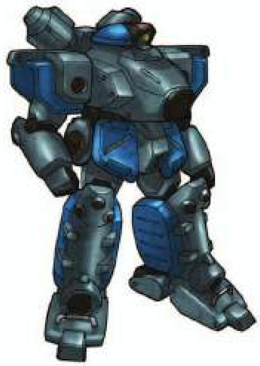


Location	Stock	Strip
Torso	2	16
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Chevalier	29	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MIAR, LGM, HMG (Link)	Gear	2"
Chevalier Hellfire	26	5	1	W/G:6	8	7	+0	+0	-1	MBZ (Manip), LVB (Manip), MIRP (Link), LGM, HMG (Link)	Gear	2"
Chevalier Hammer	29	6	1	W/G:6	8	7	+0	+0	-1	HRF (Manip), LVB (Manip), MIAR, LFG, HMG (Link)	Gear	2"
Chevalier Spear	27	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MRP (Link), MRP (Guided), HMG (Link)	Gear	2"
Chevalier Javelin	28	5	1	W/G:6	8	7	+0	+0	-1	HAC (Manip), LVB (Manip), MATM, HMG (Link)	Gear	2"
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink, + ECCM Suite	-	-
Hands, Quick Response System												

Code Name:	Cuirassier
Manufacturer:	Neil Motorworks / Javelin Systems / PADI
Unit Type:	Strike Gear
Height:	4.6 meters / 15.1 ft
Weight:	7,120 kg / 15,697 lb

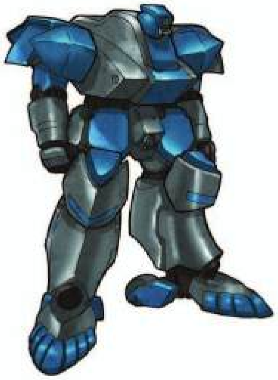
The strike gear that has served the HAPF since the Interpolar War, the Cuirassier is well loved by the league's elite units. In the NuCoal SDF regiments, the gear is a popular alternative to the Chasseur Mk2. It turns out that many Terra Novan pilots appreciate the more standard movement systems of the Cuirassier.



Location	Stock	Strip
Torso	7	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	2	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Cuirassier	20	5	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Cuirassier Hellfire	20	5	1	W/G:7	7	6	+1	+1	+0	MBZ (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Cuirassier Long Gunner	22	6	1	W/G:7	7	6	+1	+1	+0	HRF (Bipod) (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Cuirassier Grenadier	22	5	1	W/G:7	7	6	+1	+1	+0	MGL (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Cuirassier Lance	20	5	1	W/G:7	7	6	+1	+1	+0	MAAC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Cuirassier Flechette	18	5	1	W/G:7	7	6	+1	+1	+0	MFC (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
CV Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-
Hands, Airborne Deployment Rig, Early Warning System												

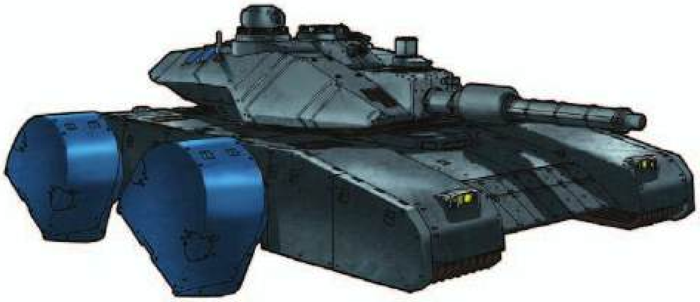
Code Name:	Espion
Manufacturer:	Javelin Systems
Unit Type:	Stealth Gear
Height:	4.3 meters / 14.1 ft
Weight:	6,520 kg / 14,374 lb
The Espion is a no-nonsense special forces gear. Like many advanced stealth gears, it has remarkable agility, good speed, effective weapon configurations and specialized armor to reduce sensor detection. Although simple as far as stealth gears go, its high price and specialized parts make accruing a large number of them hard to do.	



Location	Stock	Strip
Torso	12	16
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Espion	18	9	1	W/G:7	6	6	+1	+1	+0	MRF (Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Espion Firestorm	20	9	1	W/G:7	6	6	+1	+1	+0	MRL (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Espion Grenadier	19	9	1	W/G:7	6	6	+1	+1	+0	MGL (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Espion Flechette	15	9	1	W/G:7	6	6	+1	+1	+0	MFC (Manip), LVB (Manip), LRP (Shoulder), LPZ	Gear	1.5"
Espion Fulgurant	19	9	1	W/G:7	6	6	+1	+1	+0	LPA (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
CV Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Rare, Hands, Early Warning System, ECCM Suite, Stealth Kit, Airborne Deployment Rig												

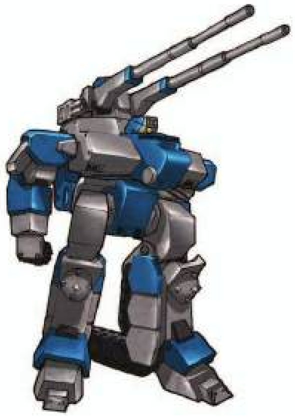
Code Name:	Fusilier
Manufacturer:	Neil Motorworks
Unit Type:	Hovertank
Height:	2.6 meters / 8.5 ft
Weight:	25,205 kg / 55,568 lb
The Fusilier has proved itself well against its CEF counterparts, and the simplicity of the design gives this light hovertank staying power on the field. During one campaign, 43 Fusiliers were heavily damaged in the fierce fighting. By the time the major battles were over, 41 of the Fusiliers were back in operation.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Fusilier	33	7	2	H:10	8	8	+0	+0	-1	LLC (T, Flak), HAC (T), MRP (T), LAPGL, Early Warning System, Airborne Deployment Rig, Ram Plate	Veh	2"
Fusilier Javelin	33	7	2	H:10	8	8	+0	+0	-1	LLC (T, Flak), HAC (T), LATM (T), LAPGL, Early Warning System, Airborne Deployment Rig, Ram Plate	Veh	2"
Fusilier Anvil	30	7	2	H:10	8	8	+0	+0	-1	HAC (T), LGM (T), MRP (T), LAPGL, Early Warning System, Airborne Deployment Rig, Ram Plate	Veh	2"

Code Name:	Hussar
Manufacturer:	Neil Motorworks / Javelin Systems / PADI
Unit Type:	Gear-Strider
Height:	10.0 meters / 32.8 ft
Weight:	65,025 kg / 143,356 lb

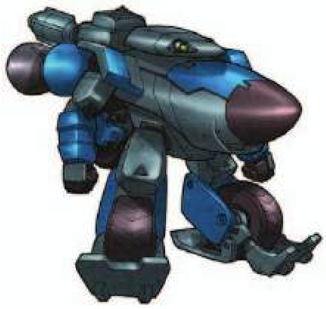
Designed by the HAPF, the Hussar is a variation of the gear-strider concept. Initially fraught with difficulties at the time of its conception, PAK and NuCoal engineers worked together to allow the design to see the light of day. Although popular, the Hussar is considered to be one of the most complex combat machines ever built.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Hussar	47	10	2	W/G:6	10	8	+0	-1	-1	HRC/HVB, HMG (Auto), LFG (T, Link), Hands, Brawler:1, High Maintenance	Str	3"
Hussar Spear	47	10	2	W/G:6	10	8	+0	-1	-1	HRC/HVB, HMG (Auto), HRP (T, Link), Hands, Brawler:1, High Maintenance	Str	3"
Hussar Skyhammer	49	10	2	W/G:6	10	8	+0	-1	-1	HRC/HVB, HMG (Auto), HABM (T, Link), Hands, Brawler:1, High Maintenance	Str	3"
Hussar Lance	51	10	2	W/G:6	10	8	+0	-1	-1	HRC/HVB, HMG (Auto), HRC (T, Flak, Link), Hands, Brawler:1, High Maintenance	Str	3"
Hussar Hammer	52	10	2	W/G:6	10	8	+0	-1	-1	HRC/HVB, HMG (Auto), HTG (T), Hands, Brawler:1, High Maintenance	Str	3"

Code Name:	Jerboa
Manufacturer:	Verton Tech
Unit Type:	Recon Gear
Height:	3.6 meters / 11.8 ft
Weight:	4,915 kg / 10,836 lb

The Jerboa is a popular recon gear within the NSDF. Currently the Jerboa has seen wide deployment throughout the Coalition, replacing the Northern Ferret. The Jerboa is considered a superior unit to the Ferret due to the increased level of comfort that it offers the pilot and the ability to employ jet-assisted movements.

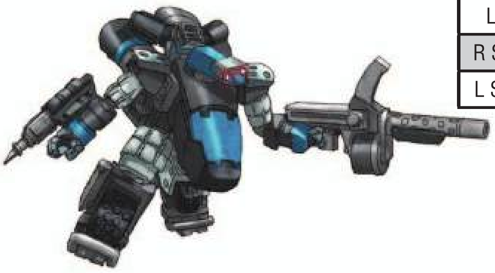


Location	Stock	Strip
Torso	3	12
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Jerboa	18	5	1	W/G:9	4	6	-1	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Advanced ECM Suite, ECCM Suite, Recon Sensors, Brawler: -1	Gear	1"
Jerboa Flash	20	5	1	W/G:9	4	6	-1	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Elite Sensors, Target Designator, Brawler: -1, Advanced ECM Suite, ECCM Suite	Gear	1"
Jerboa Fist	16	5	1	W/G:9	4	6	-1	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder), LPZ, LAPGL, Recon Sensors	Gear	1"
Jerboa Sentry	20	5	1	W/G:9	4	6	-1	+1	+1	MRF (Manip), LVB (Manip), LRP (Shoulder), LAPGL, Satellite Uplink, ECM Suite, ECCM Suite, Recon Sensors, Target Designator	Gear	1"
Frag Cannon Swap	-2	+0	-	-	-	-	-	-	-	- MRF (Manip), + MFC (Manip)	-	-
Rapid Fire Bazooka Swap	-2	+0	-	-	-	-	-	-	-	- MRF (Manip), + LRBZ (Manip)	-	-
Hands, Comms Suite, Jetpack, Widespread												

Code Name:	Jerboa Paratrooper
Manufacturer:	Verton Tech
Unit Type:	Paratrooper Gear
Height:	3.6 meters / 11.8 ft
Weight:	4,750 kg / 10,472 lb

Jerboa Paratroopers shed the shoulder mounted rocket pack for both weight and safety purposes. On the Jerboa, this is offset by the use of the specialized paratrooper assault rifle that combines an autocannon and light grenade launcher, however, the Jerboa's main task of electronic warfare remains its priority.

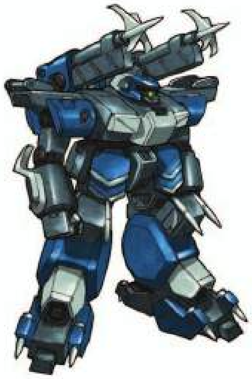


Location	Stock	Strip
Torso	3	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Jerboa Paratrooper	16	7	1	W/G:9	4	6	-1	+1	+1	LAC/LGL (Manip), LSG (Manip), LAPGL, Advcanced ECM Suite	Gear	1"
Jerboa Flash Paratrooper	19	7	1	W/G:9	4	6	-1	+1	+1	LAC/LGL (Manip), LSG (Manip), LAPGL, ECM Suite, Target Designator	Gear	1"
Frag Cannon Swap	-2	+0	-	-	-	-	-	-	-	- LAC/LGL (Manip), + MFC (Manip)	-	-
Rapid Fire Bazooka Swap	-2	+0	-	-	-	-	-	-	-	- LAC/LGL (Manip), + LRBZ (Manip)	-	-
Hands, Airborne Deployment Rig, Brawler:-1, Jetpack, Recon Sensors, Comms Suite												

Code Name:	Lancier
Manufacturer:	Neil Motorworks
Unit Type:	Mountaineering Gear
Height:	4.6 meters / 15.1 ft
Weight:	7,235 kg / 15,951 lb

While originally designed for mountaineering, they are excellent melee specialists as the shoulder mounted grappling hooks have more than enough punch to pierce the armor of a typical gear. Lanciers have met with considerable combat success since their adoption by the NSDF due to their simple yet effective design choices.

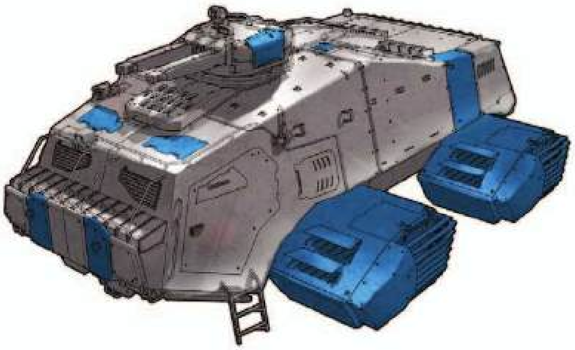


Location	Stock	Strip
Torso	5	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Lancier	21	2	1	W/G:7	7	7	+0	+1	-1	LAC (Manip), MCW (Manip), HPZ, LAPGL	Gear	1.5"
Lancier Torch	21	4	1	W/G:7	7	7	+0	+1	-1	MFL (Manip), MCW (Manip), HPZ, LAPGL, Fireproofing	Gear	1.5"
Lancier Flechette	21	3	1	W/G:7	7	7	+0	+1	-1	MFC (Manip), MCW (Manip), HPZ, LAPGL	Gear	1.5"
Lancier Spear	21	3	1	W/G:7	7	7	+0	+1	-1	MRP (Manip, - Limited Ammo), MCW (Manip), HPZ, LAPGL	Gear	1.5"
Lancier Dart	20	2	1	W/G:7	7	7	+0	+1	-1	MAPR (Manip, - Limited Ammo), MCW (Manip), HPZ, LAPGL	Gear	1.5"
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-
MSG (Link) (Torso), Hands, Climbing Gear, Brawler:1, Low Maintenance												

Code Name:	Sampson
Manufacturer:	Neil Motorworks / Javelin Systems
Unit Type:	APC
Height:	3.3 meters / 10.8 ft
Weight:	31,560 kg / 69,578 lb

Inspired by CEF designs, the Sampson does everything the HPC -64 can do and then some. Although primarily an APC, its heavier armor allows it to be pressed into service as a light cavalry vehicle. Troops have found that the large slab-sided armor is a perfect canvas for all kinds of nose art and nicknames.

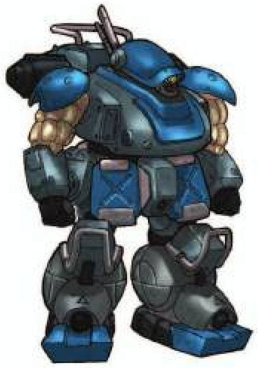


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Sampson	16	3	2	H:9	7	8	-1	+0	-1	LAC (T, Link), Transport: 20 Infantry	Veh	2"
Sampson Spear	18	3	2	H:9	7	8	-1	+0	-1	LAR (T, Link), Transport: 20 Infantry	Veh	2"
Sampson Javelin	19	4	2	H:9	7	8	-1	+0	-1	LATM (T), Transport: 20 Infantry	Veh	2"
Medical Sampson	14	1	2	H:9	7	8	-1	+0	-1	Transport: 10 Infantry, Medical Suite	Veh	2"
CV Upgrade*	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink, + ECCM Suite	-	-

*The CV Upgrade cannot be applied to the Medical Sampson variant.

Code Name:	Stripped-Down Chasseur
Manufacturer:	Neil Motorworks
Unit Type:	Trooper Gear
Height:	4.3 meters / 14.1 ft
Weight:	5,700 kg / 12,346 lb

Inspired by southern Stripped-Down (SD) Jagers, the engineers at Neil Motorworks originally developed the SD Chasseur as an unofficial modification of the Chasseur. With NuCoal doctrine emphasizing speed, the SD Chasseur became immediately popular with commanders and pilots everywhere.

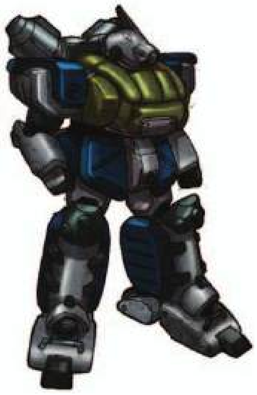


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Stripped-Down Chasseur	14	1	1	W/H:10	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Stripped-Down Chasseur Gunner	16	2	1	W/H:10	5	6	+0	+1	-1	MAC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Stripped-Down Chasseur Long Gunner	14	1	1	W/H:10	5	6	+0	+1	-1	LRF (Manip), LVB (Manip), LAPGL	Gear	1.5"
Stripped-Down Chasseur Flechette	14	2	1	W/H:10	5	6	+0	+1	-1	MFC (Manip), LVB (Manip), LAPGL	Gear	1.5"
Stripped-Down Chasseur Hellfire	14	1	1	W/H:10	5	6	+0	+1	-1	LRBZ (Manip), LVB (Manip), LAPGL	Gear	1.5"
Stripped-Down Chasseur Grenadier	15	1	1	W/H:10	5	6	+0	+1	-1	LGL (Manip), LVB (Manip), LAPGL	Gear	1.5"
Recon Chasseur	16	2	1	W/H:10	5	6	+0	+1	-1	LAC (Manip), LVB (Manip), LAPGL, Recon Sensors	Gear	1.5"
Jetpack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Jetpack	-	-
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-

Hands, Ubiquitous

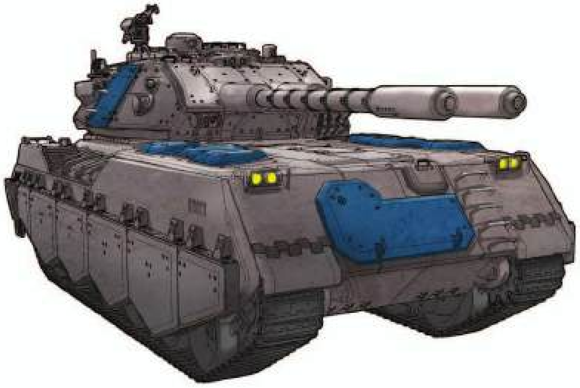
Code Name:	Tirailleur
Manufacturer:	Neil Motorworks / Javelin Systems
Unit Type:	Advanced Trooper Gear
Height:	4.6 m / 15 ft
Weight:	7,123 kg / 15,704 lbs
The Tirailleur is, for all intents and purposes, nothing more than a Black Mamba with some technology swapped for NuCoal products. The only noticeable change in performance is the exchanging of airdrop attachment points for an upgraded rocket pack, and the unit itself is highly customizable.	



Location	Stock	Strip
Torso	9	14
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Tirailleur	27	7	1	W/G:7	7	7	+1	+1	+0	MAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Gunner	29	7	1	W/G:7	7	7	+1	+1	+0	HAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Flechette	28	7	1	W/G:7	7	7	+1	+1	+0	HFC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Lance	28	7	1	W/G:7	7	7	+1	+1	+0	MAAC (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Grenadier	29	7	1	W/G:7	7	7	+1	+1	+0	MGL (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Fulgurant	29	7	1	W/G:7	7	7	+1	+1	+0	MPA (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Long Gunner	29	7	1	W/G:7	7	7	+1	+1	+0	HRF (Bipod) (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Tirailleur Hellfire	27	7	1	W/G:7	7	7	+1	+1	+0	MBZ (Manip), LVB (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Airdrop Upgrade	+1	+0	-	-	-	-	-	-	-	+ Airborne Deployment Rig	-	-
CV Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink + ECCM Suite	-	-
Hands, Early Warning System, Armored Jacket												

Code Name:	Voltigeur
Manufacturer:	Neil Motorworks
Unit Type:	Heavy Tank
Height:	4.1 meters / 13.5 ft
Weight:	60,145 kg / 132,597 lb
The Voltigeur has proven very effective and comes with two main weapon options. Following NuCoal leadership requests during development, Neil Motorworks perfected interchangeable missile banks for the Voltigeur. With forward observers, Voltigeurs can also unleash a hailstorm of guided munitions at range.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Voltigeur	62	9	3	G:5	11	9	+0	-1	-1	MLC (T), LFG (T, Link, Precise), 2x MATM, HMG, HAPGL, Rugged Terrain Refit, Smoke Launchers, Field Armor	Veh	1.5"
Voltigeur Hammer	67	9	3	G:5	11	9	+0	-1	-1	MLC (T), HTG (T, Precise), 2x MATM, HMG, HAPGL, Rugged Terrain Refit, Smoke Launchers, Field Armor	Veh	1.5"
ABM Upgrade	-2	+0	-	-	-	-	-	-	-	-2x MATM, +2x MABM	-	-
AM Upgrade	0	+0	-	-	-	-	-	-	-	-2x MATM, +2x MAM	-	-
CV Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Satellite Uplink, + ECCM Suite	-	-

THE SPIDER BECOMES A DRAGON

"There he is!" Saddik 'Spider' Jahmoon, kingpin and now ruler of Khayr ad-Din, smiled as the dust whipped up around the reviewing grounds. Press gathered, snapping pictures and recording trideo as the legendary Colonel Arthur approached with his entourage of human and GREL officers, marking the beginning of the unprecedented military review of the Khayr ad-Din Army. The Colonel had changed. Grown, Jahmoon would say, since establishing himself as the leader of Port Arthur and NuCoal. There was a time when GRELs integrating with Terra Novans was inconceivable. But here they were, mingling with the humans like family. Indeed, Spider thought, Colonel Arthur has grown. And everyone around him had grown too.

"I still can't believe you have this Earther eating out of your palm," Rakiim, one of Jahmoon's lieutenants, a dark-skinned man wearing sunglasses and salvaged armor, piped up. Spider didn't correct him. He needed his underlings to think he was still some sort of crime boss rather than a national leader. It was a unique tightrope to walk, Jahmoon reflected, as the Colonel drew closer, waving to the cameras.

The tattooed Morgana GREL at Jahmoon's side scoffed. As his personal bodyguard, Salam knew him better. Despite her psychotic tendencies towards violence, she was one of the few he could confide in. She leaned into his ear. "I've doubled security." Her voice was a low, feminine growl. How Spider loved that voice.

"Good. I don't want any Earther shenanigans. They've grown bold since the war broke out," Spider whispered back, giving a nod and wave to the Colonel as he closed. The mixed KADA personnel lining the review pass were saluting in time with Arthur's approach. What glorious fanfare, Spider thought. The press was eating this up.

"Only the best, love." She made a kissing gesture towards him, as he frowned playfully at her. He had a fearsome reputation to maintain, and she loved rubbing their relationship in his face. The Colonel closed to the right of him, returning a salute as he walked, and then his hand in greeting to Jahmoon. In their meetings since joining NuCoal, Jahmoon would never admit it to his fellows but he had been taken with the Colonel. His poise, his vision… his purpose of an independent Badlands state. A strong state. A free state. Spider grabbed his friend's hand eagerly, firmly. The Colonel gripped him and closed, leaning in to clasp the leader of the city state of Khayr ad-Din in an embrace.

The Colonel spoke into his ear. "My friend, we all owe you so much. I was wondering when we would meet again." Spider opened his mouth to speak, to say the same. To greet his friend, his fellow leader. A man he admired. The next moments were forever frozen in time for Jahmoon.

Without warning, a sharp snap echoed in the air. Charles Arthur's grip on his hand and back tightened, and he grunted into Spider's ear. A cold pit, a well of confusion, then fear… adrenaline, raw and coursing, flowed through him. It was familiar to Spider, but this was far more painful than usual.

There were screams and shouts in the crowd, from the press and reviewing personnel. Spider's eyes, focusing over his friend's shoulder, fixating on one of the human officers who accompanied the Colonel. The gun in his hand was smoking, turning to a new target, and firing again. Then again. Rakiim dropped to the ground, clutching a chest wound. Arthur's right hand slipped from Jahmoon's, reaching for his own belt. His left hand clasped Spider's back and gripped tighter as the Colonel fought from falling.

Fear and confusion reigned. More gunshots, some from Spider's guards, echoed on the walkway.

Reporters and soldiers alike were falling from indiscriminate fire, but Jahmoon was frozen there with

the Colonel. Arthur struggled with something under his heavy uniform coat, finally pulling out a device and pressing it into Jahmoon's hand. The device's familiar grip reassured him and shook him out of his stupor.

"Take it." The words passed through Arthur's lips as he pressed the 9mm pistol into Spider's palm, even as the Colonel sagged down to his knees in front of the Spider of Khayr ad-Din. There were three of them, all dressed as human PAK officers. The one on the stage that had shot Colonel Arthur at close range was already down. Another was mixed in the crowd of attendees and firing a pistol at anyone and everyone he could. A third was just outside the crowd with an SMG.

Salam was already leaping down the walkway stairs, her vibro-sword activated as she cut into one with fury. There was a wet splash across Spider's face that could only be blood, though it didn't seem to fully register. His attention was completely consumed by the third assassin firing his SMG at Salam. His Salam. He lifted the pistol, lining up the front sight on the assailant in the blink of an eye. Spider squeezed the trigger, hatred in every twitch of the three muscles it took to end the assassin's life. The man fell, and Spider followed with more rounds, anger giving life to his limbs.

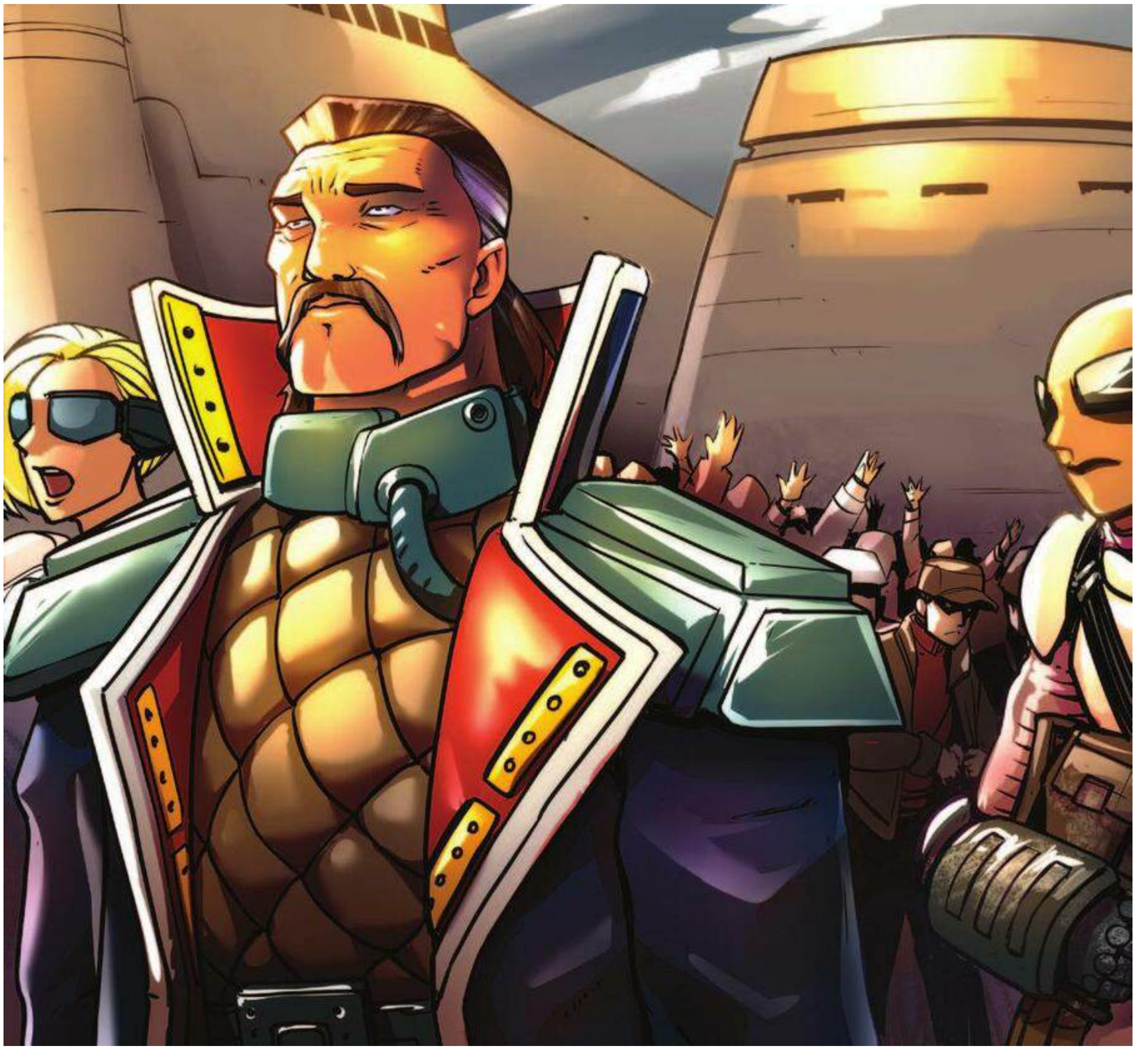
When the firing stopped, an eerie silence descended on the scene. Bodies lay strewn across the floor, the moans of the wounded being the only sound heard for precious seconds. Salam turned towards him, giving a nod before her eyes darted down to where Colonel Arthur lay at his feet. Spider followed her gaze and quickly pocketed the pistol in his duster, stooping down to the Colonel.

Nothing else mattered. He didn't hear the reporters closing in again, or his security struggling to keep them back. He was only dimly aware of Salam's hand squeezing his shoulder. While she seemed to love violence, she also intuitively understood his pain. Jahmoon's eyes fixed on Arthur's. The Colonel's hand reached out and he took it, clasping it firmly. The Colonel pulled him down to his level and locked his eyes with Spider's. "Don't let them win," Arthur said, his lips moving as blood frothed from them. The words were faint. His grip hardened. "Don't let the Party..." he rasped, teeth gritted. The words stopped. There was something behind Arthur's eyes that went out, right as Jahmoon watched.

"No," Spider choked out, "no, no..." He was still gripping the Colonel's glove. He didn't see or hear the reporters break through his security, nor the swarm of Port Arthur GRELs and KADA soldiers standing around him. He only heard Salam's calm voice next to him as she pulled him to his feet. "He's gone, Spider," she spoke. He looked at her, his face frozen in shock. His eyes scanned past her, taking in the scene around him. The reporters went quiet as the cameras rolled. Dozens of expectant faces all looking at him. Somehow, he realized they were waiting. Waiting for his direction. Seconds passed. The cold anger returned, and the Spider came out of the comfort of his own web.

"Colonel Arthur... our inspiration." He paused, the rage in him growing into a blaze. "Our leader... is dead." No one spoke. Jahmoon scanned the eyes of those around him. He saw that fire growing in each pair as he passed over them, GREL and human alike. "Who will help me avenge him?" A dozen fists raised into the air, purple, swarthy, pale, male and female. There was a roar of a response as rifles lifted in defiance. Saddik Jahmoon witnessed the people of the New Coalition—his people— crying out in anger. The cameras were still rolling. Saddik knew these voices were echoed throughout all of the Barrington Basin and NuCoal. The horror of hundreds of thousands of people was turning into anger. He imagined the desert itself rumbling in rage. Spider lifted his fist with them, once more shouting above the din. "We must carry on what he started! Who is with me?" Weapons fired into the air, adding to the roar of the crowd.

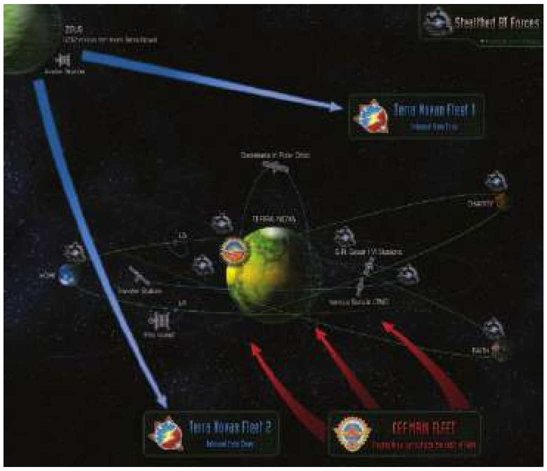
The Spider became a dragon.



BLACK TALON VEHICLE LIST 16

BLACK TALON VEHICLE LIST

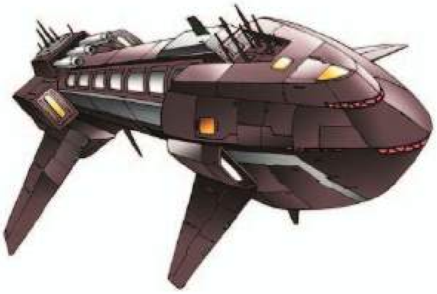
Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Dark Warrior	1
Dark Hoplite	4
Dark Jaguar	4
Dark Mastiff	4
Dark Cheetah	5
Dark Mamba	5
Dark Skirmisher	5
Eagle	5
Owl	5
Dark Cobra	6
Dark Naga	6
Raven	6
Dark Hyena	7
Karakara	7
Raptor	7
Dark Coyote	8
Dark Kodiak	8
Vulture	8



BLACK TALON MILITARY FORCES

The Black Talon are a military organization under the control of the Westphalia Cabinet. The Cabinet was officially formed after the destruction of the Peace River at the end of the Interpolar War. Its initial members transcended nationality and include people such as Lang Regina, a major leader of the WFP, and Kenichi Tanaka from the AST. Since then people from all over such as Milani DuBeau Solvenski, CEO of Paxton Arms, Nicosa Renault, spy extraordinaire, and Victoria Edden-Smythe, disgraced former Northern Guard commander have joined. Knowledge of the Black Talon organization is public, however its funding, leadership, and assets are closely guarded secrets. This secrecy has served them well, but also built up some suspicion as many wonder who their real masters are. Membership in the Talons is often thought of as requiring great skill, but this is partially true. In order to join the Talons one must be invited or otherwise approved. The key trait of a Talon recruit is not skill, although the invite-only nature does tend to result in highly skilled individuals. Instead, it is the ability to put planetary concerns above national concerns. Talon operatives are called upon to fight alongside and for people that on any other day would be their mortal enemies, all in the name of Terra Nova as a whole. Despite this, friction does occur. Brawls between members are rare but not unheard of, and instances of discrimination against others are present. Recently, a large contingent of Legion Noire personnel were folded into the Talons. This, combined with a relaxing of standards to fill recruitment quotas, has led to some unfortunate incidents. One example was a Talon from the Northern Lights Confederacy taking a shot of opportunity at a CEF officer while in occupied Ashanti. The officer was killed and the scenes of carnage in the wake of her death still haunt the nightmares of many. The operative's reason was that she was involved in the Battle for Sorrento, holy city of his faith, and she needed to die. He is quoted as saying "if a few thousand southern heathens die in the name of vengeance for the Prophet's holy city, all the better". The operative has since been expelled from the organization.

Talon teams are organized into types based on their mission. Insertion teams are the most common, and are responsible for linking up and supporting local resistance forces in a region. Recon teams are, as their name implies, used for information and intelligence gathering. Strike teams are used as general combat units that specialize in asymmetric warfare. Finally, the Assault teams are used as the heavy hitters, reducing fortifications or large enemy concentrations. Regardless of role, each team is stationed aboard a Fury class shuttle with around a dozen gear pilots and a platoon of infantry to support them. Fury shuttles carry enough supplies for several cycles of independent operation.



Code Name:	Dark Cheetah
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.1 m / 13.5 ft
Weight:	5,200 kg / 11,464 lbs

The Dark Cheetah occupies a role similar to that of its CNCS variant. It is an excellent recon gear with powerful sensors and communications equipment. Though initially competing with the Dark Iguana, Dark Cheetahs were chosen due to the slightly better maneuverability, smaller size and lower tonnage.

Location	Stock	Strip
Torso	2	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Cheetah Alpha	27	5	1	W/G:9	5	6	+0	+1	+1	MRF (Silencer) (Manip), LCBL (Manip), LRP (Shoulder), LPZ	Gear	1.5"
Dark Cheetah Gamma	26	5	1	W/G:9	5	6	+0	+1	+1	MAC/LFC (Manip), LCBL (Manip), LRP (Shoulder), LPZ	Gear	1.5"
Dark Cheetah Sigma	26	5	1	W/G:9	5	6	+0	+1	+1	LRBZ (Manip), LCBL (Manip), LRP (Shoulder), LPZ	Gear	1.5"
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, ECM Suite, ECCM Suite, Elite Sensors, Target Designator, Stealth Kit, Life Support												

BLACK TALON WERKS

PARD

Code Name:	Dark Cobra
Manufacturer:	Black Talon Werks
Unit Type:	Fire Support Gear
Height:	5.0 m / 16.4 ft
Weight:	8,900 kg / 19,621 lbs

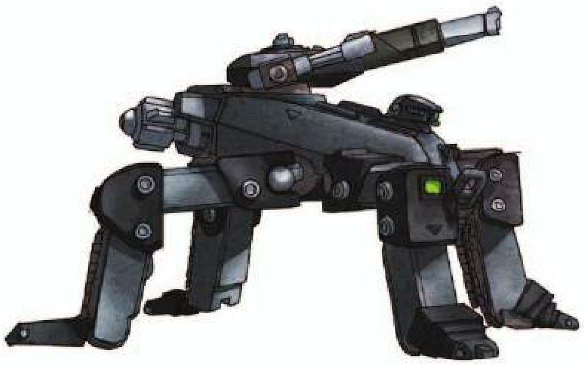
The Dark Cobra has earned a reputation as a fearsome gear. Armed with an array of short and long ranged weapons, the gear is capable of acting as a hammer or going for more finesse. Famed gear pilot Miranda Petite is said to pilot a Dark Cobra, and it's rumored that she has a customized loadout not normally available.

Location	Stock	Strip
Torso	4	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Cobra Epsilon	35	7	1	W/G:6	8	7	+1	+0	-1	HRC (Precise. Flak) (Manip), MVB (Reach:1) (Manip), MRP, MAR	Gear	2"
Dark Cobra Delta	35	7	1	W/G:6	8	7	+1	+0	-1	HRC (Precise, Flak) (Manip), MVB (Reach:1) (Manip), MRP, LFG	Gear	2"
Dark Cobra Zeta	34	7	1	W/G:6	8	7	+1	+0	-1	HPA (Scope) (Manip), MVB (Reach:1) (Manip), MRP, MAR	Gear	2"
Dark Cobra Sigma	34	6	1	W/G:6	8	7	+1	+0	-1	HBZ (Precise) (Manip), MVB (Reach:1) (Manip), MRP, MAR	Gear	2"
Xi Upgrade	+2	+1	-	-	-	-	-	-	-	+ MGM	-	-
Hands, Airborne Deployment Rig, High Tech, Stealth Kit, Advanced Control System, Life Support												

Code Name:	Dark Coyote
Manufacturer:	Black Talon Werks
Unit Type:	Medium Tank-Strider
Height:	4.7 m / 15.4 ft
Weight:	29,000 kg / 63,934 lbs

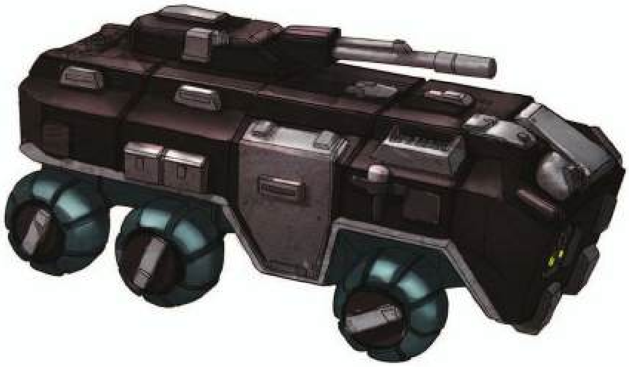
The Dark Coyote was a top pick for Black Talon operations because they can easily adapt to running battles, so Black Talon engineers got to work improving Coyotes to the best of their abilities. They improved the armor, targeting systems and even added a stealthy skin.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Coyote Omega	54	9	3	W/G:6	10	8	+1	-1	+0	MRG (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Stealth Kit, Life Support	Str	1.5"
Dark Coyote Delta	50	9	3	W/G:6	10	8	+1	-1	+0	HRC (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Stealth Kit, Life Support	Str	1.5"
Dark Coyote Theta	54	8	3	W/G:6	10	8	+1	-1	+0	MATM (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Stealth Kit, Life Support	Str	1.5"
Dark Coyote Omicron	54	8	3	W/G:6	10	8	+1	-1	+0	MLC (T), MRC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Stealth Kit, Life Support	Str	1.5"
Dark Coyote Zeta	56	9	3	W/G:6	10	8	+1	-1	+0	MPA (T), LLC (T, Flak), MAPGL, LCW, Airborne Deployment Rig, Stabilizer, ECM Suite, Stealth Kit, Life Support	Str	1.5"
Alpha Upgrade	+3	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-

Code Name:	Dark Hoplite
Manufacturer:	Black Talon Werks
Unit Type:	APC
Height:	3.0 m / 9.8 ft
Weight:	20,560 kg / 45,327 lb

The Dark Hoplite is a robust APC that can carry two Infantry Squads. Very similar to Peace River's regular Hoplite, it has a wide selection of loadout options that allow commanders to customize, and like the Dark Mastiff, they are upgraded with reinforced shocks to allow airdropping, as well as new sensor absorbing skin.

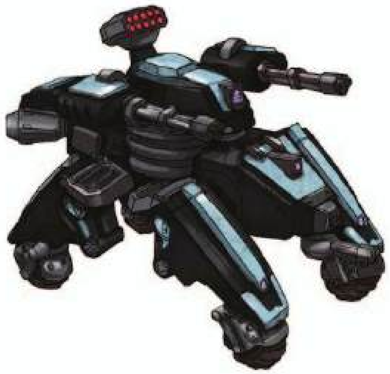


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Hoplite Beta	19	5	2	G:7	7	8	+0	-1	+0	MRF (T), Transport: 10 Infantry, Smoke Launchers, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Dark Hoplite Xi	21	5	2	G:7	7	8	+0	-1	+0	MGM (T), Transport: 10 Infantry, Smoke Launchers, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Dark Hoplite Upsilon	19	4	2	G:7	7	8	+0	-1	+0	MRP (T), Transport: 10 Infantry, Smoke Launchers, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Dark Hoplite Kappa	20	6	2	G:7	7	8	+0	-1	+0	LFG, Transport: 10 Infantry, Smoke Launchers, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Alpha Upgrade*	+4	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-

*The Alpha Upgrade cannot be applied to the Dark Hoplite Kappa variant.

Code Name:	Dark Hyena
Manufacturer:	Black Talon Werks
Unit Type:	Light Tank-Strider
Height:	4.6 m/ 15.1 ft
Weight:	15,400 kg/ 33,951 lbs

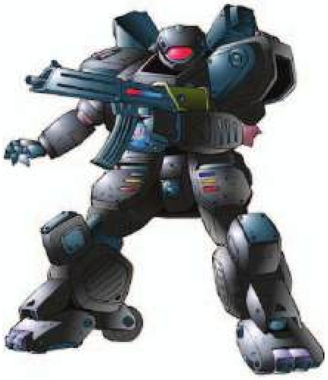
As soon as the Hyena II started rolling off the assembly lines, Talon operatives clamored for its inclusion into their arsenal. Faster than the average strider, and carrying some high-tech weaponry, Hyena IIs fall into the special operations of the Talons like they were made for it.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Hyena II	41	7	1	W/G:7	8	8	+0	+0	-1	MLC (Linked, T), MMG (Advanced, Auto), MRP (Guided, AP:2), LCW, Stabilizer, Airborne Deployment Rig, Stealth Kit, Life Support	Str	1.5"
Dark Hyena II Nu	41	7	1	W/G:7	8	8	+0	-1	-1	MRL (Linked, T), MMG (Advanced, Auto), MRP (Guided, AP:2), LCW, Stabilizer, Airborne Deployment Rig, Stealth Kit, Life Support	Str	1.5"
Spectre Dog Upgrade	+4	+1	-	-	-	-	-	-	+1	+ Advanced ECM Suite	-	-

Code Name:	Dark Jaguar
Manufacturer:	Black Talon Werks
Unit Type:	Strike Gear
Height:	4.6 m / 15.1 ft
Weight:	7,100 kg / 15,653 lbs

An upgrade of the Northern Jaguar, this gear is used by Black Talon combat units in their standard operations. Despite an active stealth system, advanced actuators, and improved power plant, the gear is relatively unchanged. This gear is used in Talon squads that operate in system and are often Terra Nova's first responders to the CEF threat.

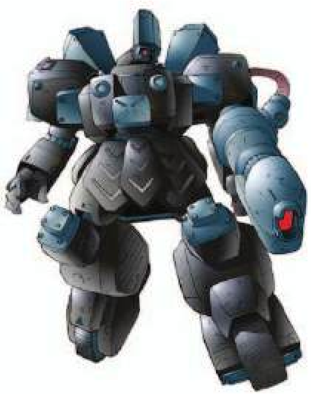


Location	Stock	Strip
Torso	7	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	2	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Jaguar Alpha	23	4	1	W/G:7	7	6	+1	+1	+0	HRF (Manip), LCBL (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Jaguar Beta	21	4	1	W/G:7	7	6	+1	+1	+0	MAC/LGL (Manip), LCBL (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Jaguar Gamma	21	4	1	W/G:7	7	6	+1	+1	+0	MAC/LFC (Manip), LCBL (Manip), LRP, MPZ, LAPGL	Gear	1.5"
Dark Jaguar Sigma	21	4	1	W/G:7	7	6	+1	+1	+0	MBZ (Manip), LCBL (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Jaguar Omicron	23	6	1	W/G:7	7	6	+1	+1	+0	MLC (Manip), LCBL (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Jaguar Lambda	27	4	1	W/G:7	7	6	+1	+1	+0	MAC (Manip), LCBL (Manip), MRP (Link) (L&R Shoulder), LAPGL, -2	Gear	1.5"
Dark Jaguar Tau	23	4	1	W/G:7	7	6	+1	+1	+0	MSC (Manip), LCBL (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Alpha Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Phi Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECCM Suite	-	-
High Tech, Early Warning System, Airborne Deployment Rig, Stealth Kit, Hands, Life Support												

Code Name:	Dark Kodiak
Manufacturer:	Black Talon Werks
Unit Type:	Heavy Assault Gear
Height:	5.2 m / 17.1 ft
Weight:	10,200 kg / 22,487 lbs

The mission profile of the Dark Kodiak remains unchanged from its CNCS forebearer. Armed with a variety of tank busting weaponry, the gear is often used in an assault capacity. Due to its reliance on CNCS manufacturing facilities for components and replacement parts, the Dark Kodiak is gradually being phased out in favor of its Claw counterparts.

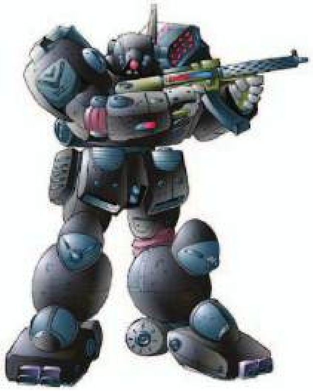


Location	Stock	Strip
Torso	7	14
R Manip	0	4
L Manip	0	4
R Shoulder	0	4
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Kodiak Zeta	46	9	1	W/G:5	9	7	+1	+0	-1	HPA (Apex) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Dark Kodiak Epsilon	45	9	1	W/G:5	9	7	+1	+0	-1	HPA (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), MAR, HMG (Link), MAPGL	Gear	2"
Dark Kodiak Delta	45	9	1	W/G:5	9	7	+1	+0	-1	HRC (Precise, Flak) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Dark Kodiak Sigma	41	8	1	W/G:5	9	7	+1	+0	-1	HBZ (Precise) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), LATM (Precise), HMG (Link), MAPGL	Gear	2"
Dark Kodiak Delta	39	8	1	W/G:5	9	7	+1	+0	-1	HAAC (Precise) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), MGM, HMG (Link), MAPGL	Gear	2"
High Tech, Hands, Airborne Deployment Rig, Stealth Kit, Advanced Control System, High Maintenance, Life Support												

Code Name:	Dark Mamba
Manufacturer:	Black Talon Werks
Unit Type:	Strike Gear
Height:	4.6 m / 15.1 ft
Weight:	6,200 kg / 13,669 lbs

The Black Mamba is the South’s primary strike gear, and its many years of use have been influential in developing strategies and tactics that synergize its many advantages. The Dark Mamba is a fearsome combat unit, harmoniously marrying the deadly trinity of performance, firepower, and survivability in a single package.

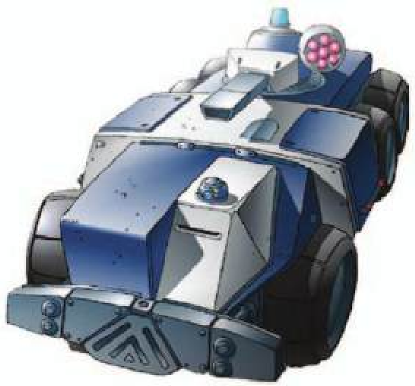


Location	Stock	Strip
Torso	7	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	2	2

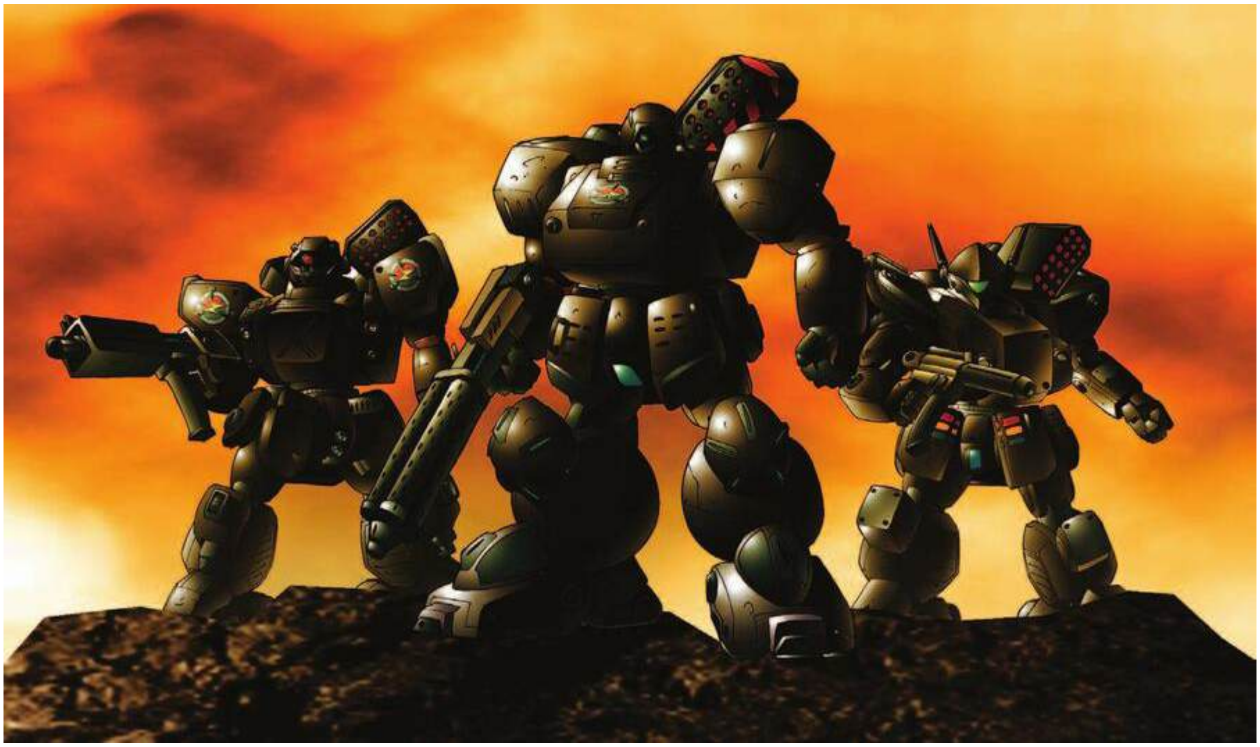
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Mamba Omicron	26	6	1	W/G:7	7	7	+1	+1	+0	MLC (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Dark Mamba Delta	24	5	1	W/G:7	7	7	+1	+1	+0	MAAC (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Dark Mamba Nu	25	6	1	W/G:7	7	7	+1	+1	+0	MRL (Manip), LCBL (Manip), MRP (Shoulder), MPZ, LAPGL	Gear	1.5"
Dark Mamba Chi	24	5	1	W/G:7	7	7	+1	+1	+0	MGL (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Dark Mamba Sigma	22	5	1	W/G:7	7	7	+1	+1	+0	MRBZ (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Alpha Upgrade	+2	3	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Stealth Kit, Life Support												

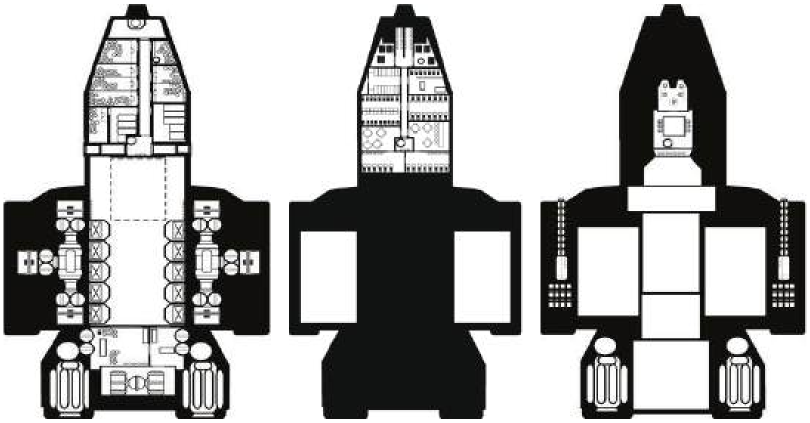
Code Name:	Dark Mastiff
Manufacturer:	Black Talon Werks
Unit Type:	APC
Height:	2.4 m / 7.9 ft
Weight:	10,240 kg / 22,575 lb

The Dark Mastiff is the same APC used by Peace River. They are upgraded with reinforced shock absorbers to allow airdropping, as well as new sensor absorbing skin. The fact that it can only carry one squad is perfect for infiltration work.

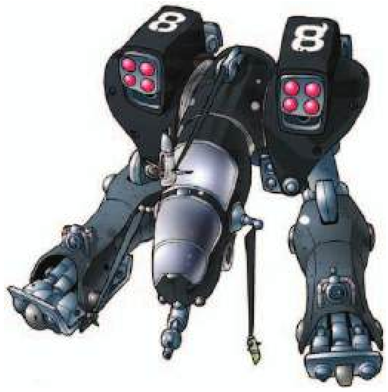


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Mastiff Alpha	12	4	2	G:8	6	6	+0	+0	-1	LRF (T), LAPGL, Transport: 10 Infantry, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Dark Mastiff Xi	14	4	2	G:8	6	6	+0	+0	-1	LFM (T), LAPGL, Transport: 10 Infantry, Airborne Deployment Rig, Stealth Kit, Life Support	Veh	1"
Dark Mastiff Alpha	15	4	2	G:8	6	6	+0	+0	-1	LRF (T), LAPGL, Transport: 10 Infantry, Airborne Deployment Rig, Stealth Kit, Satellite Uplink, Life Support	Veh	1"





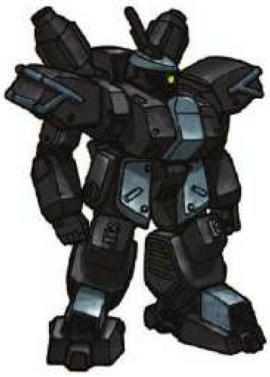
Code Name:	Dark Naga
Manufacturer:	Black Talon Werks
Unit Type:	Assault Strider
Height:	7.2 m / 23.6 ft
Weight:	15,340 kg / 33,819 lbs
Black Talon uses Nagas for assaulting targets with direct and indirect firepower. When indirect firepower is called for, then its sensor booms may come into play. Sensor booms that can stealthily peer around corners paired with indirect weapons make the Dark Naga perfect for ambushes.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Naga Theta	54	7	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x MATM, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Dark Naga Kappa	49	6	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x LFG, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Dark Naga Psi	49	6	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x HRP, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Dark Naga Chi	54	7	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x HGL, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Dark Naga Omicron	54	7	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x MLC, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Dark Naga Nu	58	7	2	W/G:7	10	8	+1	-1	-1	HMG (Apex), 2x HRL, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, ECM Suite, ECCM Suite, Satellite Uplink, Life Support	Str	2"
Dark Naga Alpha	54	7	2	W/G:7	10	8	+1	-1	+1	HMG (Apex), MATM, LCW, Quick Response System, Airborne Deployment Rig, Target Designator, Stealth Kit, Sensor Boom, Life Support	Str	2"
Omi Upgrade*	+2	+1	-	-	-	-	-	-	-	- HMG (Apex), + LLC	-	-
Zeta Uprade*	+2	+1	-	-	-	-	-	-	-	- HMG (Apex), + LPA	-	-
Pur Upgrade*	+0	+0	-	-	-	-	-	-	-	- HMG (Apex), + MFL	-	-
*Out of the three upgrades above, only one may be chosen.												

Code Name:	Dark Skirmisher
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.2 m / 13.8 ft
Weight:	5,500 kg / 12,125 lbs

The Dark Skirmisher was chosen for the Black Talons because of its sterling record of reliability in the field, low maintenance requirements, and its ability to easily fill multiple mission profiles. It retains its advanced ECM suite, allowing it to wreak havoc by disrupting comms, targeting systems, and other tricks.

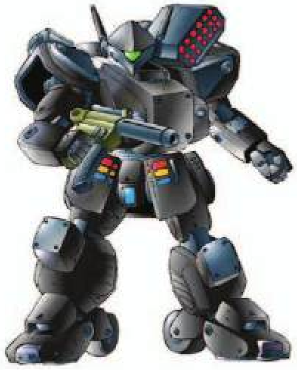


Location	Stock	Strip
Torso	2	6
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Skirmisher Alpha	26	5	1	W/G:8	5	6	+0	+1	+1	MRF (Silencer) (Manip), LCBL (Manip), LRP (Shoulder), LPZ	Gear	1.5"
Dark Skirmisher Gamma	24	5	1	W/G:8	5	6	+0	+1	+1	MAC/LFC (Manip), LCBL, LRP (Shoulder), LPZ	Gear	1.5"
Dark Skirmisher Sigma	22	5	1	W/G:8	5	6	+0	+1	+1	LRBZ (Manip), LCBL (Manip), LRP (Shoulder), LPZ	Gear	1.5"
High Tech, Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, Target Designator, Advanced ECM Suite, ECCM Suite, Stealth Kit, Life Support, Extended Fuel Tanks												

Code Name:	Dark Warrior
Manufacturer:	Black Talon Werks
Unit Type:	Trooper Gear
Height:	4.3 m / 14.1 ft
Weight:	6,653 kg / 14,667 lbs

Talon commanders have noticed a need to have the option to at least hold territory for extended periods of time. More mass produced units were needed in order to get the numbers needed to hold positions without utilizing some of their higher end assets. The Dark Warrior does this in spades.

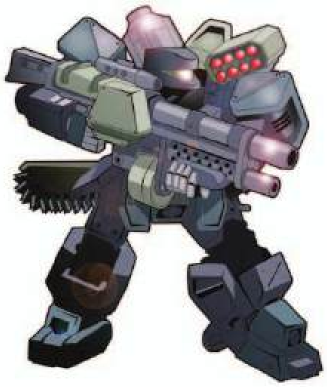


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dark Warrior Gamma	16	1	1	W/G:6	6	7	+0	+0	+0	LAC/LFC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Warrior Beta	18	3	1	W/G:6	6	7	+0	+0	+0	MAC/LGL (Manip), LVB (Manip), LRP (Shoulder), LFRG, LAPGL	Gear	1.5"
Dark Warrior Tau	18	2	1	W/G:6	6	7	+0	+0	+0	MSC (Manip), LVB (Manip), LRP (Shoulder), LAPGL	Gear	1.5"
Dark Warrior Sigma	18	1	1	W/G:6	6	7	+0	+0	+0	LRBZ (Manip), LGL (Manip), LVB, LRP (Shoulder), LAPGL	Gear	1.5"
Alpha Upgrade	+1	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
High Tech, ECM Suite, Airborne Deployment Rig, Stealth Kit, Hands, Low Maintenance, Life Support												

Code Name:	Eagle
Manufacturer:	Black Talon Werks
Unit Type:	Strike Gear
Height:	4.6 m / 15.1 ft
Weight:	6,900 kg / 15,212 lbs

The primary strike gear used by the Black Talons, the Eagle was also the first of the Claw series to roll off the assembly line. Based off Paxton's Warrior Elite program, the Eagle incorporated numerous technological advancements developed for the high risk missions undertaken by Talon operatives.



Location	Stock	Strip
Torso	8	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Beta Eagle	33	6	1	W/G:7	7	7	+1	+1	+1	HAC/LGL (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Nu Eagle	35	7	1	W/G:7	7	7	+1	+1	+1	MRL (Manip), LCBL (Manip), MRP (Shoulder), MPZ, LAPGL	Gear	1.5"
Sigma Eagle	33	5	1	W/G:7	7	7	+1	+1	+1	MBZ (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Omicron Eagle	33	6	1	W/G:7	7	7	+1	+1	+1	MLC (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Zeta Eagle	33	6	1	W/G:7	7	7	+1	+1	+1	LPA (Manip), LCBL (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Iota Upgrade	+0	+0	1	-	-	-	-	-	-	- MRP (Shoulder), + LAPR (Shoulder)	-	-
Rare, Hands, Early Warning System, Airborne Deployment Rig, Jetpack, Stealth Kit, Life Support												

Code Name:	Karakara
Manufacturer:	Black Talon Werks
Unit Type:	Gear-Strider
Height:	Classified
Weight:	Classified

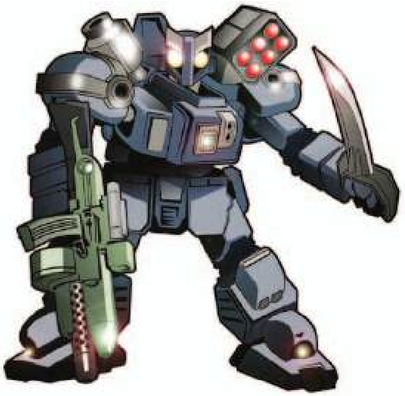
The Karakara represents an escalation in Black Talon capability and mission profile. Essentially a Dark version of the Cataphract, the Karakara is a heavy assault gear-strider used primarily by assault teams. The Karakara uses a jetpack and a hover system instead of a traditional SMS.

CLASSIFIED

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Karakara	50	8	1	W/H:7	9	8	+0	+0	+0	MRG, MMG (Link, Auto), HVB (Apex, Reach:2), LATM (Precise), HHG, Rare, Hands, Early Warning System, Airborne Deployment Rig, Jetpack, Stealth Kit, Advanced Control System, Life Support	Str	2.5"
Delta Karakara	48	7	1	W/H:7	9	8	+1	+1	+1	HRC (Apex), MMG (Link, Auto), HVB (Apex, Reach:2), LATM (Precise), HHG, Rare, Hands, Early Warning System, Airborne Deployment Rig, Jetpack, Stealth Kit, Advanced Control System, Life Support	Str	2.5"
Lambda Karakara	52	8	1	W/H:7	9	8	+1	+1	+1	MTG, MMG (Link, Auto), HVB (Apex, Reach:2), LATM (Precise), HHG Rare, Hands, Early Warning System, Airborne Deployment Rig, Jetpack, Stealth Kit, Advanced Control System, Life Support	Str	2.5"
Alpha Upgrade	+1	+1	1	-	-	-	-	-	+1	+ Comms Suite, + ECCM Suite	-	-

Code Name:	Owl
Manufacturer:	Black Talon Werks
Unit Type:	Command Gear
Height:	4.7 m / 15.4
Weight:	7,500 kg / 16,535 lbs

The Owl was designed as a command gear from the ground up and incorporates the latest in electronic technologies. Exclusively used by commanders, the Owl features a networked logic engine that assists in decision making by analyzing sensor and targeting data from all gears in the squad.

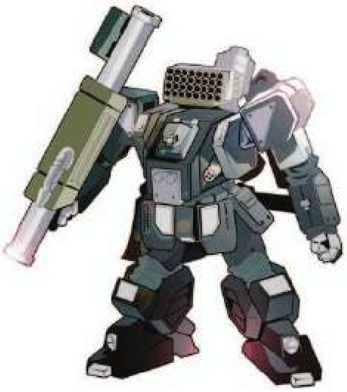


Location	Stock	Strip
Torso	6	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Alpha Owl	33	6	1	W/G:7	7	7	+1	+1	+1	MRF (Manip), LVR (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Beta Owl	33	5	1	W/G:7	7	7	+1	+1	+1	MAC/LGL (Manip), LVR (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Gamma Owl	33	5	1	W/G:7	7	7	+1	+1	+1	MAC/LFC (Manip), LVR (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Nu Owl	35	7	1	W/G:7	7	7	+1	+1	+1	MRL (Manip), LVR (Manip), MRP (Shoulder), LAPGL	Gear	1.5"
Sigma Owl	31	5	1	W/G:7	7	7	+1	+1	+1	LRBZ (Manip), LVR(Manip), MRP (Shoulder), LPZ, LAPGL	Gear	1.5"
Iota Upgrade	+0	+0	-	-	-	-	-	-	-	- MRP, + LAPR	-	-
Rare, Hands, Airborne Deployment Rig, ECM Suite, ECCM Suite, Satellite Uplink, Jeptack, Stealth Kit, Life Support												

Code Name:	Raptor
Manufacturer:	Black Talon Werks
Unit Type:	Fire Support Gear
Height:	5.0 m / 16.4 ft
Weight:	9,015 kg / 19,875 lbs

The Raptor is used when the Black Talons are tasked with assaulting fortified enemy positions. Like its namesake, the Raptor is a merciless predator and is equipped with a wide array of tools for quickly dismantling its prey. An unusually high number of Raptor pilots have dueling experience.

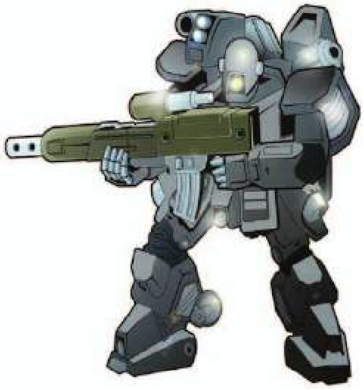


Location	Stock	Strip
Torso	4	11
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Delta Raptor	34	8	1	W/G:7	8	6	+1	+0	+0	HRC (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, HPZ, LAPGL	Gear	2"
Zeta Raptor	36	8	1	W/G:7	8	6	+1	+0	+0	MPA (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, LAPGL	Gear	2"
Sigma Raptor	35	7	1	W/G:7	8	6	+1	+0	+0	HBZ (Precise) (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, LAPGL	Gear	2"
Nu Raptor	36	8	1	W/G:7	8	6	+1	+0	+0	HRL (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, HPZ, LAPGL	Gear	2"
Alpha Raptor	31	8	1	W/G:7	8	6	+1	+0	+0	HRF (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, HPZ, LAPGL	Gear	2"
Mu Raptor	32	8	1	W/G:7	8	6	+1	+0	+0	MPL (Manip), MCW (Manip), MRP (Shoulder), MAPR, MMG, HPZ, LAPGL	Gear	2"
Rare, Hands, Airborne Deployment Rig, Brawler:1, Jetpack, Stealth Kit, Advanced Control System, Life Support												

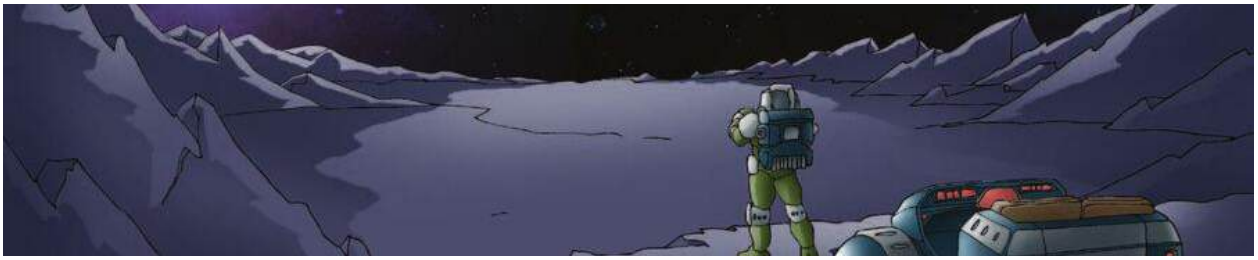
Code Name:	Raven
Manufacturer:	Black Talon Werks
Unit Type:	Recon Gear
Height:	4.2 m / 13.8 ft
Weight:	5,550 kg / 12,236 lbs

Like all Claw series gears, the Raven originated from the dark depths of the Paxton Karaq Wastes Research and Development facility. It's in this facility that Terra Novan technology was challenged and taken to the next level with the ultimate endeavor of defeating the CEF. The Raven is the most advanced EW gear from Terra Nova.



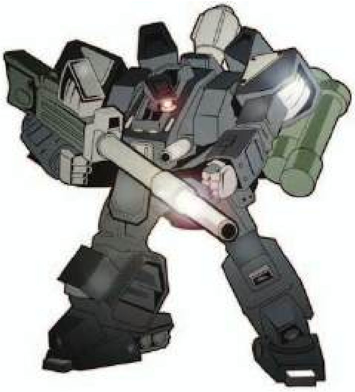
Location	Stock	Strip
Torso	3	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Alpha Raven	32	7	1	W/G:9	5	6	+0	+1	+2	MRF (Silencer) (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Gamma Raven	31	6	1	W/G:9	5	6	+0	+1	+2	MAC/LFC (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Chi Raven	31	6	1	W/G:9	5	6	+0	+1	+2	LGL (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Sigma Raven	29	6	1	W/G:9	5	6	+0	+1	+2	LRBZ (Manip), LVB (Manip), LRP (Shoulder)	Gear	1.5"
Rare, Hands, Early Warning System, Airborne Deployment Rig, Comms Suite, Target Designator, Advanced ECM Suite, ECCM Suite, Recon Sensors, Jetpack, Stealth Kit, Life Support												



Code Name:	Vulture
Manufacturer:	Black Talon Werks
Unit Type:	Fire Support Gear
Height:	5.2 m / 17.1 ft
Weight:	10,240 kg / 22,575 lbs

Originally called the Agamemnon, the Vulture is easily the most advanced fire support gear to come out of Paxton's hidden Karaq Wastes R&D facility. It's arguably the most powerful fire support gear ever made, and it makes engineers everywhere wonder what Paxton did to evolve their gears to this level.



Location	Stock	Strip
Torso	7	18
R Manip	0	4
L Manip	0	4
R Shoulder	0	4
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Omega Vulture	42	9	1	W/G:6	9	6	+1	+0	+0	LRG (Precise) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), MGM, MFC, MAPGL	Gear	2"
Lambda Vulture	42	9	1	W/G:6	9	6	+1	+0	+0	LFG (Precise) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), MGM, MFC, MAPGL	Gear	2"
Sigma Vulture	41	8	1	W/G:6	9	6	+1	+0	+0	HBZ (Precise) (Manip), MVB (Reach:1) (Manip), MRP (Shoulder), MGM, MFC, MAPGL	Gear	2"
Theta Upgrade	+2	+1	-	-	-	-	-	-	-	- MGM, + MATM	-	-
Rare, Hands, Airborne Deployment Rig, Stealth Kit, Jetpack, Advanced Control System, Life Support												

BLACK TALON VEHICLE LIST 16

HONOR THE DEAD

Lussian cursed himself. His team had been cut to pieces by this so-called Black Knight and his lance of golems. Lussian had led a counterattack after their Fury shuttle had been shot down. He was sure he could keep the enemy away from the downed shuttle and the injured Talons, but now he stood in his own homeland's jungles, on a dark and rainy night, feeling naive as he surveyed the smoking remains of his teammates' Raven and Vulture lying on the jungle floor.

There were four of them. The leader piloted a jet-black Animus Golem with a dark crimson cloak whipping behind its mechanical pauldrons, as if imitating some ancient nobility. The golem's ornate sword was unlike any he had seen before, and the Animus was lifting it in some sort of challenge as the other golems stepped away. The red eye of the machine felt like it was peering into Lussian's soul, calling him to come and duel. At first, he felt a cold knife of fear drive into his chest at the challenge. The intelligence reports on the Black Knight were part and parcel to the reputation he was building on Terra Nova. But the Southern pride took ahold somewhere deep inside, and he stepped out of his cover with his Raptor to accept the duel, vibro-axe at the ready.

"Hold your fire!" The order grudgingly left Miranda's lips, as the Talon leader held her arm up with a closed fist to signal the Talons to not attack. Not that they could offer much resistance. They had barely survived when the Fury shuttle crashed. All they had left were rifles and pistols. The only operational gears had been dispatched over 30 minutes ago and were yet to return. She worried about the casualties. She worried about the enemy's intent. But mostly, she worried about Lussian.

The golems emerged from the dark jungle with their cockpits open, like ancient knights lifting their visors as a sign of peace. The external speakers on the lead golem blared a lyrical accent in Human Anglic that was clearly heard above the rain.

"You received my message for parlay. This is good." The accent was unmistakably Edenite, with its flourishes and rolled R's. "I promise safe passage, Valorei d'comport, in honor of the knight that I have bested on this eve'." Miranda swallowed hard as she noted the vibro-axe in the Animus' hand, with dog tags wrapped around the handle. A cold pain drove into her gut like a spike as tears streamed down her face. She had to concentrate just to keep standing.

The pilot in the open cockpit scanned the field, his golden eyes peering around at the ready Talons positioned around the downed shuttle. The green targeter over one eye flicked and shimmered. As his eyes settled on Miranda, she felt a cold chill twist the spike that gnawed inside her. "My knights will not harry you further. Take the time to honor your dead."

She wanted to feel rage and hatred. She wanted to lift her rifle then and there and shoot him dead. But there was a cold sadness in the Edenite's voice that she couldn't overcome.

"Atas thineh burden t'bear." The Edenite language was barely recognizable, but the message accompanied by the tone made it unmistakable. The Animus kneeled and used both hands to place Lussian's vibro-axe gently on the ground in front of Miranda. The Black Knight stood up from within his machine, his golden eyes locked on Miranda as he bowed towards her. There was an aloof sadness in them.

The Black Knight sat back down and closed his cockpit. The Animus and the golems flanking him turned and slowly faded back into the jungle.

"We can't just…" Darian, the grizzled northerner on her team, looked to her in shock.

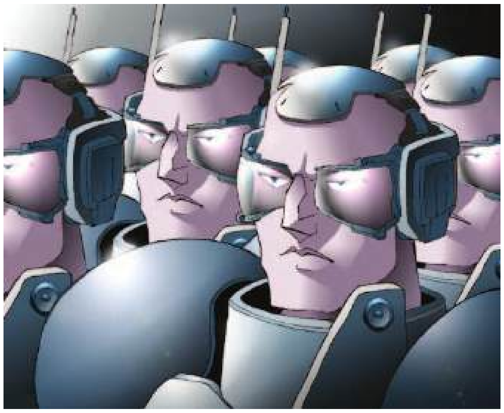
"We can, and we will." Her voice hardened despite the tears. "He came here for his own reason. Now, we have ours. We've got to get out of here. I won't waste Lussian's sacrifice. I won't waste any of them." Her face hardened like stone, eyes glittering in the dark at the Black Knight's passage, the sadness replaced by pride and determination, "I'll return the honor… very soon."

The vision of the jet-black Animus was burned into her memory.

CEF VEHICLE LIST 16

CEF VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
F-305	1
F6-16	1
F-99	1
F2-21	2
GREL Hoverbike	2
F11-12	3
F2-19	3
F81-12	3
F2-25	4
F-55	4
F2-07	5
HPC-64	5
LHT-67	6
HC-3A	7
LHT-71	7
MAT-68	8
MHT-68	8
MAT-72	9
MHT-72	9
MHT-95	9
Multi Environment Aircraft	10

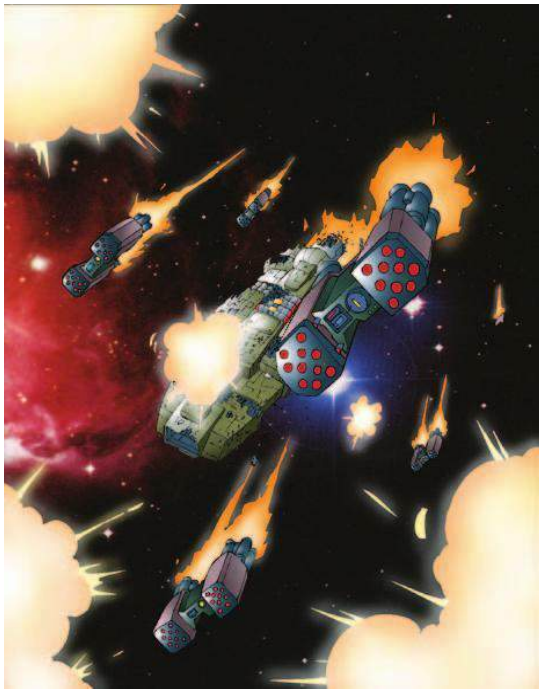


CEF MILITARY FORCES

The Colonial Expeditionary Force is organized into fleets, of which 5 remain active. The 8th fleet is the one responsible for the invasion of Terra Nova, under the command of Admiral Edith Mubatu. Her mother Angela was the one in command of Earth's disasterous first attempt to take Terra Nova. After seeing her mother's name dragged through the mud in an effort to assign blame, Mubatu pushed herself even harder. She would later take command of the 8th fleet, and is now overseeing the invasion.

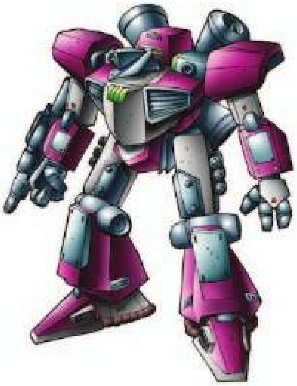
CEF ground units are organized into korps which are administrative formations composed of divisions. Each korp is generally formed to accomplish a specific goal. Divisions are self-sufficient formations that handle their own logistics. Each division is broken into brigades, and brigade commanders are often the ones responsible for the movements and actions taken by units in the field. Those units are called battle groups, which are combined arms units that are usually tasked with taking specific tactical objectives. Battle groups are further subdivided into companies, which are generally composed of a single type of unit.

The CEF is fundamentally an offensive military force. It is designed to quickly overcome local resistance and set up a temporary occupation while they await follow-up forces. CEF units are capable of strategic and tactical defensive and security operations, but are not designed for long-term occupation. Past experiences on other colonies have also colored CEF views of what to expect. Planets like Caprice had, until recently, not required daily security patrols in all urban spaces, while others like Utopia are actively friendly to the CEF. Operations on Terra Nova, particularly in occupied areas, have drained CEF personnel both physically and mentally. They tend to come down hard on what they see as insurgent activity, and are more than willing to take and execute hostages to ensure compliance.



Code Name:	F11-22
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Recon Frame
Height:	4.0 m / 13.1 ft
Weight:	4,395 kg / 9,689 lbs

The F11-22 proved too fragile for the sort of frontline assault duties Ground Command had in mind. Unwilling to accept failure, the executives at Moscow Heavy Industries decided to pursue an independent schedule for the development of something the Colonial Expeditionary Force needed but hadn't asked for, a scout.

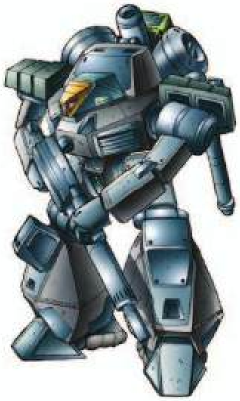


Location	Stock	Strip
Torso	2	7
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F11-22	22	3	1	W/H:9	5	6	+0	+0	+1	LLC (Manip), LFRG, LHG, LHYG	Gear	1"
F11-22 Defender	20	3	1	W/H:9	5	6	+0	+0	+1	MSMG (Manip), LFRG, LHG, LHYG	Gear	1"
Mobility Pack Upgrade	+2	1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Hands, Minesweeper, Target Designator, Airborne Deployment Rig, Frame Hardpoints, Elite Sensors, Comms Suite												

Code Name:	F2-07
Manufacturer:	Moscow Heavy Industries
Unit Type:	Jungle Combat Frame
Height:	4.6 m / 15.1 ft
Weight:	6,786 kg / 14,961 lbs

While the Terra Novan gears excel in denser environments, these same environments limit large vehicles such as hovertanks and hover APCs. This ultimately reduces the deployability of weapon systems, including artillery support. The F2-07 is one overpriced fire support answer, but an answer none the less.

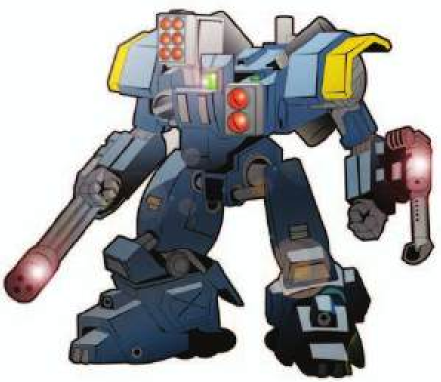


Location	Stock	Strip
Torso	5	12
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F2-07	24	5	1	W/H:8	7	6	+0	+0	+1	LLC (Manip), LCW, MGM, LFM	Gear	1.5"
F2-07 AA	24	5	1	W/H:8	7	6	+0	+0	+1	LLC (Manip), LCW, LAAM (Precise), LFM	Gear	1.5"
F2-07 BZ	25	5	1	W/H:8	7	6	+0	+0	+1	LLC (Manip), LCW, LFG (Guided), LFM	Gear	1.5"
Mobility Pack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Hands, Forearm Hardpoints, Recon Sensors												

Code Name:	F2-19
Manufacturer:	Moscow Heavy Industries
Unit Type:	Fire Support Frame
Height:	6.1 m / 20 ft
Weight:	10,100 kg / 22,267 lbs

A bulkier frame than the 6-16 or the 2-21, the F2-19 carries the heaviest weapons of all known frame designs. The F2-19 operates similarly to a Terra Novan fire support gear by leveraging its heavy weapons at range. Unlike its colonial counterparts however, its hover system makes it incredibly maneuverable for its size.

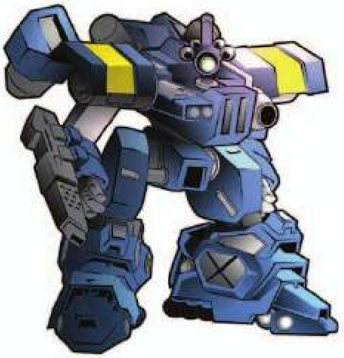


Location	Stock	Strip
Torso	3	8
R Manip	0	3
L Manip	3	3
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F2-19	29	3	1	W/H:7	8	7	+0	+0	+0	MLC (Manip), MRP, LATM	Gear	2"
ECM Package	+2	+1	-	-	-	-	-	-	-	+ ECM Suite	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	- MLC (Manip), + MPA (Manip), - LATM, + MATM	-	-
Assault Package	+2	+1	-	-	-	-	-	-	-	- MLC (Manip), + MRL (Manip), + Buckler	-	-
Striker Package	+1	+1	-	-	-	-	-	-	-	- MRP, + MGM	-	-
Recon Package	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + Recon Sensors, + Target Designator, + Sensor Boom	-	-
Mobility Pack Upgrade	+2	1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Hands, Quick Response System, Forearm Hardpoints												

Code Name:	F2-21
Manufacturer:	Moscow Heavy Industries
Unit Type:	Trooper Frame
Height:	4.6 m / 15.1 ft
Weight:	5,950 kg / 13,118 lbs

The F-21 is a newer design and features better power management, and modularity at the cost of incompatibilty with some equipment packages. This machine is often seen working alongside hover tank formations where they trade off duties flanking enemy formations.

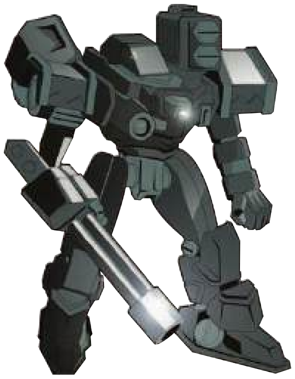


Location	Stock	Strip
Torso	6	8
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F2-21	22	2	1	W/H:9	7	7	+0	+0	+0	LLC (Manip)	Gear	1.5"
ECM Package	+2	+1	-	-	-	-	-	-	-	+ ECM	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + LPA (Manip), + LATM	-	-
Assault Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + MRL (Manip), + Buckler	-	-
Recon Package	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + Recon Sensors, + Target Designator, + Sensor Boom	-	-
Striker Package	+1	+1	-	-	-	-	-	-	-	+ LGM	-	-
Mobility Pack Upgrade	+2	1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Hands, Forearm Hardpoints												

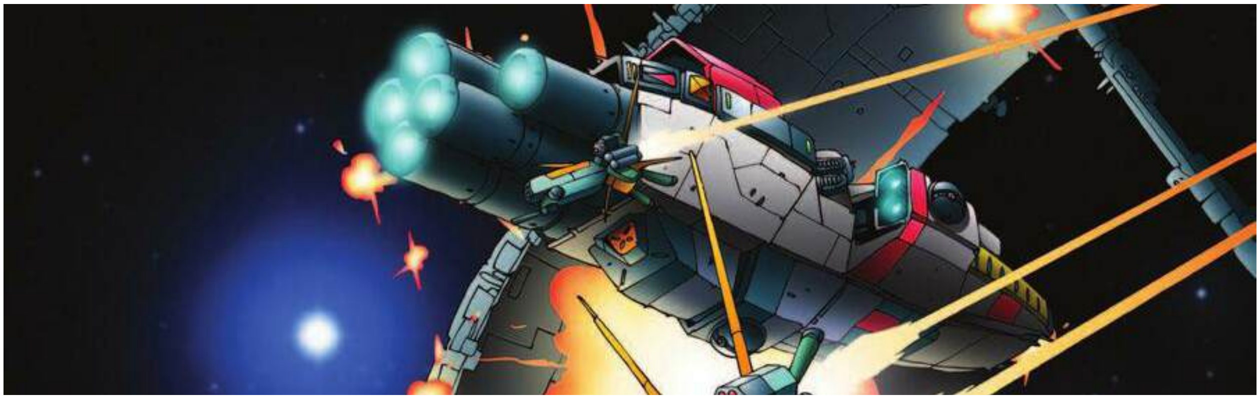
Code Name:	F2-25
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Recon Frame
Height:	4.7 m / 15.4 ft
Weight:	6,200 kg / 13,669 lbs

The F2-25 was first mistaken for a special forces machine on Atlantis upon first sighting. Later it was revealed it was actually a highly advanced scout and recon machine with incidental special forces qualities. Unlike the other frames, the F2-25 integrates a number of systems like a jetpack, ECM suite, and stealth coating.



Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F2-25	24	4	1	W/H:10	7	6	+0	+0	+0	LLC (Manip)	Gear	1.5"
ECM Package	+4	+2	-	-	-	-	-	-	-	+ Advanced ECM Suite	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	+ LATM	-	-
Assault Packaget	+1	+1	-	-	-	-	-	-	-	+ Buckler	-	-
Recon Package	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + Elite Sensors, + Target Designator, + Sensor Boom	-	-
MRL Upgrade	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + MRL (Manip)	-	-
Hands, Early Warning System, Airborne Deployment Rig, ECM Suite, Stealth Kit, Jetpack, Forearm Hardpoints												



Code Name:	F-305
Manufacturer:	Moscow Heavy Industries
Unit Type:	Engineering Frame
Height:	4.6 m / 15.1 ft
Weight:	6,450 kg / 14,220 lbs

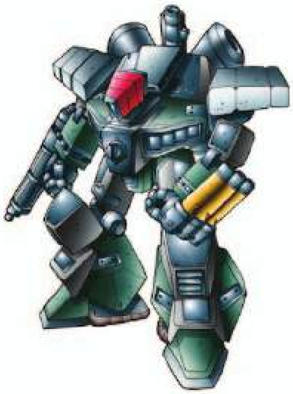
The first invasion of Terra Nova showed the CEF that long-term campaigns were not only possible, but likely. As the first frames began design, the F-305 was envisioned as a sustainment vehicle dedicated to repairing and recovering damage frames and vehicles. While not the most advanced machine in the CEF's arsenal, it is irreplaceable for its combat engineering capabilities no other frame can boast.

CLASSIFIED

Location	Stock	Strip
Torso	4	8
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F-305	16	1	1	W/H:6	6	6	+0	+0	-1	LLC (Manip), Repair Array	Gear	1.5"
F-305 Minelayer	17	1	1	W/H:6	6	6	+0	+0	-1	LLC (Manip), Minelaying Gear: 2, Spotlight	-	-
Weapon Refit	-3	+0	-	-	-	-	-	-	-	- LLC (Manip), + LAC (Manip)	-	-
Hands, Supply Storage, Forearm Hardpoints												

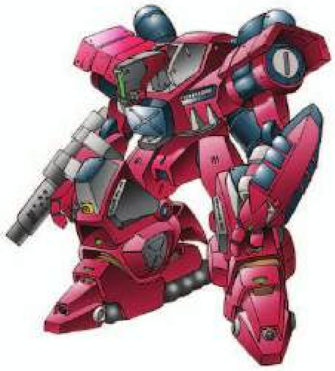
Code Name:	F-55
Manufacturer:	Moscow Heavy Industries
Unit Type:	Area Control Frame
Height:	4.4 m / 14.4 ft
Weight:	5,952 kg / 13,122 lbs
The Type 55 has been developed as a general all-purpose Battle Frame. Its primary duties include area suppression and anti-infantry support and, in these roles, it is seen as bridging the gap between traditional CEF armor and infantry forces.	



Location	Stock	Strip
Torso	3	10
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F-55	22	4	1	W/H:9	6	6	+0	+0	-1	MRL (Manip), LVB (Manip), LFRG, LABM, LFM	Gear	1.5”
Mobility Pack Upgrade*	+1	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Artillery Pack Upgrade	+0	+1	-	-	-	-	-	-	-	- LFM, - LABM, + LAR	-	-
Hands, Forearm Hardpoints												
*The Artillery Pack Upgrade cannot be applied while the Mobility Pack Upgrade is applied.												

Code Name:	F6-16
Manufacturer:	Moscow Heavy Industries
Unit Type:	Trooper Frame
Height:	4.6 m / 15.1 ft
Weight:	6,200 kg / 13,669 lbs
The F6-16 Battle Frame is one of the main combat platforms used by the CEF. Its high speed, hover tech, and laser weaponry make it a formidable foe. In order to reduce costs, the CEF uses equipment packages to expand and change the exact mission profile of the Frame as needed.	

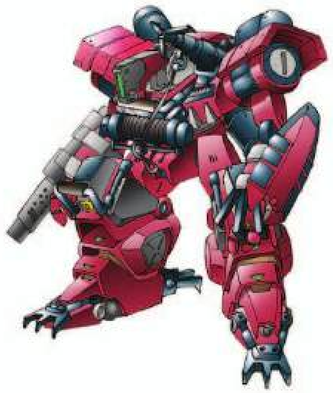


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F6-16	22	1	1	W/H:9	7	6	+0	+0	+0	LLC (Manip)	Gear	1.5"
ECM Package	+2	+1	-	-	-	-	-	-	+1	+ ECM Suite	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + LPA (Manip), + LATM	-	-
Assault Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + MRL (Manip), + Buckler	-	-
Recon Package	+2	+1	-	-	-	-	-	-	-	+ Comms Suite, + Recon Sensors, + Target Designator, + Sensor Boom	-	-
Striker Package	+1	+1	-	-	-	-	-	-	-	+ LGM	-	-
Command Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-
Mobility Pack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Stealth Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Stealth Kit	-	-
Hands, Forearm Hardpoints												

Code Name:	F81-12
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Mountaineering Frame
Height:	4.0 m / 13.1 ft
Weight:	2,750 kg / 6,063 lbs

As an early frame, Kadellie engineers determined the primary requirement for the F81-12 would be mobility rather than armor or firepower with their rationale being this frame would need to get to advantageous locations fast and many such locations would not be easy to reach by walking alone.

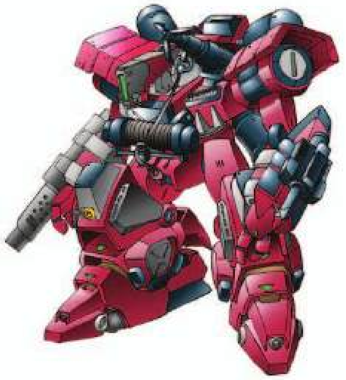


Location	Stock	Strip
Torso	3	12
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F81-12	20	3	1	W:7	5	6	+0	+1	-1	LLC (Manip), 2x LFM	Gear	1"
ECM Package	+2	+1	-	-	-	-	-	-	+0	+ ECM Suite	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + LPA, (Manip) + LATM	-	-
Assault Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + MRL (Manip), + Buckler	-	-
Recon Package	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + Recon Sensors, + Target Designator, + Sensor Boom	-	-
Striker Package	+1	+1	-	-	-	-	-	-	-	- LFM, + LGM	-	-
Mobility Pack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Hands, Climbing Gear, Forearm Hardpoints, Early Warning System, Brawler:1, LCL (Link, Forearm) (Both Manip), MSG (Torso)												

Code Name:	F-99
Manufacturer:	Kadellie Weaypon Systems
Unit Type:	Space Combat Frame
Height:	4.0 m / 13.1 ft
Weight:	6,200 kg / 13,669 lbs

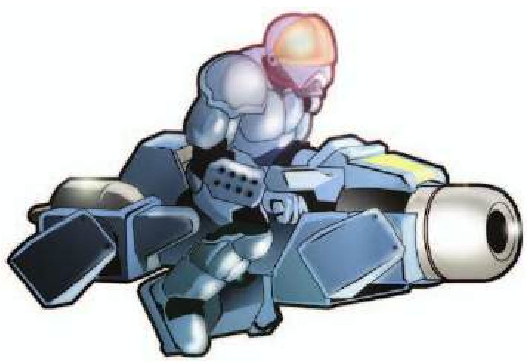
The F-99 Frame is intended for patrolling around space facilities and supporting boarding actions. Certainly, Black Talon operations against critical assets motivated CEF command to rush development of these. Many of the top pilots are Minervas with key cybernetic enhancements provided by Caprice.



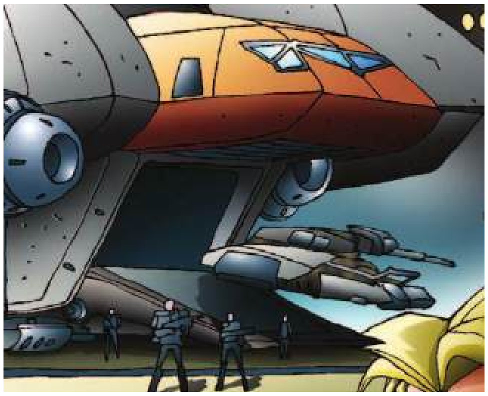
Location	Stock	Strip
Torso	2	4
R Manip	0	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
F-99	19	1	1	W:7	5	6	+0	+0	+1	LLC (Manip), MSG (Manip)	Gear	1"
ECM Package	+2	+1	-	-	-	-	-	-	+0	+ ECM Suite	-	-
Anti-Tank Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + LPA (Manip), + LATM	-	-
Assault Package	+2	+1	-	-	-	-	-	-	-	- LLC (Manip), + MRL (Manip), + Buckler	-	-
Recon Package	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + Recon Sensors, + Target Designator, + Sensor Boom	-	-
Mobility Pack Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Melee Upgrade	+0	+0	-	-	-	-	-	-	-	- MSG (Manip), + LCBL (Manip)	-	-
Hands, Jump Jets, Life Support, Forearm Hardpoints, MSG (Brawler: 1) (Torso), Brawler: 2												

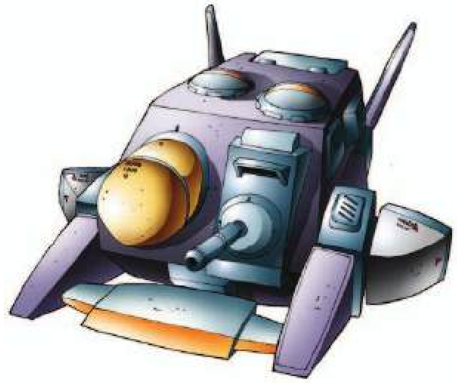
Code Name:	GREL Hoverbike
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Mounted Infantry
Height:	1 meter / 3.3 ft
Weight:	500 kg / 1,102 lbs
Officially designed for GRELs but popular amongst humans, the GREL Hoverbike is a relatively light hover bike. It is often used by long range patrols or rapid response units. Large numbers of hoverbikes are commonly cited as a big fear by Terra Novan infantry. The bike mounts a respectable loadout, and even has an antitank option.	



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
GREL Hoverbike	8	2	1	H:12	3	3	+0	+0	-1	LGL, MMG, Early Warning System, Exposed Pilot, Extended Fuel Tanks	Veh	1"
GREL Anti-Tank Hoverbike	9	3	1	H:12	3	3	+0	+0	-1	MMG, LAVM, Early Warning System, Exposed Pilot, Extended Fuel Tanks	Veh	1"
Characters without Large and Strong perks suffer a TP:1 to all actions while on this vehicle.												



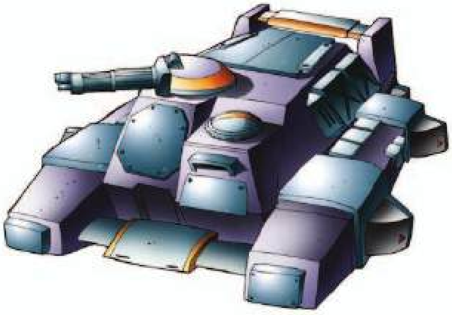
Code Name:	HC-3A
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Recon Hovercar
Height:	2.4 m / 7.9 ft
Weight:	7,850 kg / 17,306 lbs
An old but reliable design, the HC-3 first saw action on the battlefields of Earth as a spotter for artillery units. The HC-3 in its current iteration has been designated as a high priority target by Terra Novan forces, so much so that bounties have been placed on them for destruction or capture.	



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
HC-3A	26	7	2	H:10	5	6	+0	+0	+1	LLC, LRP, Early Warning System, Airborne Deployment Rig, Target Designator, Satellite Uplink, Vuln: Haywire, Advanced ECM Suite, ECCM Suite, Elite Sensors, Comms Suite, Quick Response System	Veh	2"
HC-3A Anti-Tank	26	8	2	H:10	5	6	+0	+0	+1	LLC, LATM, Early Warning System, Airborne Deployment Rig, Target Designator, Satellite Uplink, Vuln: Haywire, Advanced ECM Suite, ECCM Suite, Elite Sensors, Comms Suite, Quick Response System	Veh	2"

Code Name:	HPC-64
Manufacturer:	Moscow Heavy Industries
Unit Type:	APC
Height:	3.4 m / 11.2 ft
Weight:	15,000 kg / 33,069 lbs

The HPC-64 can carry two fully armed squads of infantry. Its stock configuration comes with a rotary laser, which already outclasses most Terra Novan APC weaponry. If needed, the HPC can mount an artillery rocket system, allowing it to support advancing troops with indirect fire. These usually follow just behind the main force.

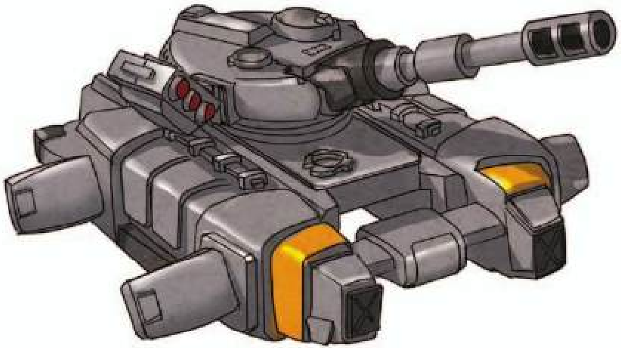


Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
HPC-64	22	7	2	H:9	7	8	+0	+0	+0	LRL (T), Airborne Deployment Rig, Transport: 20 Infantry, Quick Response System	Veh	2"
HPC-64 Striker	24	7	2	H:9	7	8	+0	+0	+0	LRL (T), MAR (T), Airborne Deployment Rig, Transport: 20 Infantry, Quick Response System	Veh	2"
HPC-64 Medic	13	5	2	H:9	7	8	+0	+0	+0	Airborne Deployment Rig, Transport: 10 Infantry, Medical Suite, Quick Response System	Veh	2"
Nightwatch Upgrade*	+5	+1	-	-	-	8	-	-	+1	+ Satellite Uplink, + ECM Suite	-	-

*The Nightwatch Upgrade cannot be applied to the HPC-64 Medic Variant.

Code Name:	LHT-67
Manufacturer:	Moscow Heavy Industries
Unit Type:	Light Hovertank
Height:	2.6 m / 8.5 ft
Weight:	25,000 kg / 55,116 lbs

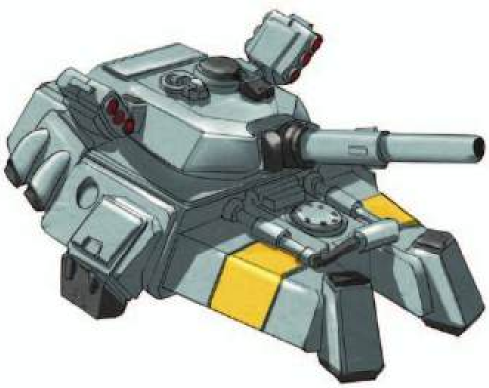
The first hovertanks that polar forces encountered during the first CEF invasion of Terra Nova were LHT-67 hovertanks. Fast and nimble, the LHT- 67 can strike quickly from a flanking position and then dart away before a response can be coordinated.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
LHT-67 Prowler	33	6	2	H:9	8	8	+0	+0	+0	MPA (T), LABM (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"
LHT-67 Aster	35	6	2	H:9	8	8	+0	+0	+0	MLC (T, Flak), LATM (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"
LHT-67 Assault	33	6	2	H:9	8	8	+0	+0	+0	MFC (T, Link), MRL (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"

Code Name:	LHT-71
Manufacturer:	Moscow Heavy Industries
Unit Type:	Light Hovertank
Height:	2.8 m / 9.2 ft
Weight:	26,000 kg / 57,320 lbs

The LHT-71 marks advancements beyond the LHT-67. It's faster and better armored, but it comes at a higher cost. Carrying a range of weapons to suit different tactical situations, this light hovertank is more than capable of dueling at range with any gear that Terra Novan armies can field.

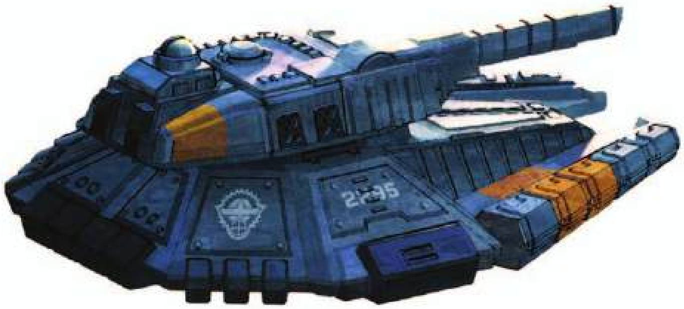


Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
LHT-71 Prowler	37	7	2	H:10	8	9	+0	+0	+0	MPA (T), LABM (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"
LHT-71 Aster	39	7	2	H:10	8	9	+0	+0	+0	MLC (T, Flak), LATM (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"
LHT-71 Assault	37	7	2	H:10	8	9	+0	+0	+0	MFC (T, Link), MRL (T), Early Warning System, Airborne Deployment Rig, Recon Sensors, Target Designator	Veh	2"
Phantom Upgrade	+2	+1	-	-	-	-	-	-	+1	+ ECM Suite	-	-
Nightwatch Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink, + ECCM Suite	-	-

KADELLIE WEAPON SYSTEMS

Code Name:	MHT-95
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Medium Hovertank
Height:	3.1 m / 10.2 ft
Weight:	33,000 kg / 72,753 lbs

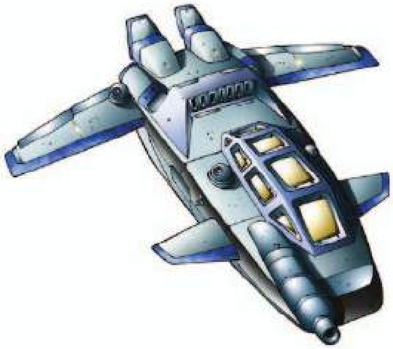
The MHT-95 marks a change in design from the other fast hovertanks. It steadily advances and pins the enemy with its heavy weaponry while other elements flank and close in for the kill. Previously only available to CEF forces, several examples of the MHT-95 were appropriated by the Port Arthur Korps and reverse engineered.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MHT-95 Prowler	42	9	3	H:6	9	9	+0	+0	-1	MLC (T, Flak), MRG (T), MRP (T, Link), HMG (T, Auto), Airborne Deployment Rig, Recon Sensors, Ram Plate	Veh	2"
MHT-95 Assault	42	9	3	H:6	9	9	+0	+0	-1	MLC (T, Flak), HGL (T), MRP (T, Link), HMG (T, Auto), Airborne Deployment Rig, Recon Sensors, Ram Plate	Veh	2”
MHT-95 Striker	42	9	3	H:6	9	9	+0	+0	-1	MLC (T, Flak), MAG (T), MRP (T, Link), HMG (T, Auto), Airborne Deployment Rig, Recon Sensors, Ram Plate	Veh	2”

Code Name:	Multi Environment Aircraft
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Various
Height:	Various
Weight:	Various

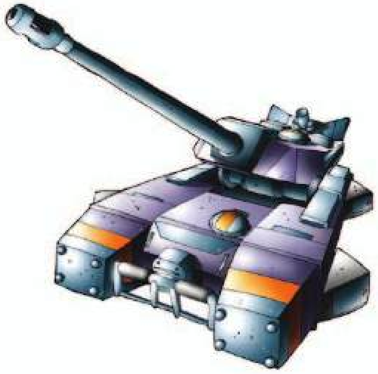
CEF command assumes that they will have orbital superiority over any target. Despite this, ground attack craft are still a necessary part of warfare. The CEF uses two main types. TAAF fighters are multi-role strike fighters, while TAEFs are electronic warfare platforms.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
TAAF-54	35	10	2	F: 46	7	6	+0	+1	-1	HPA, HRL, HATM, Life Support	Air	1"
TAEF-54	36	10	2	F: 46	3	6	+0	+1	+1	HPA, HRL, ECM Suite, ECCM Suite, Satellite Uplink, Life Support	Air	1"

Code Name:	MAT-68
Manufacturer:	Moscow Heavy Industries
Unit Type:	Medium Artillery Tank
Height:	3.9 m / 12.8ft
Weight:	41,650 kg / 91,822 lbs

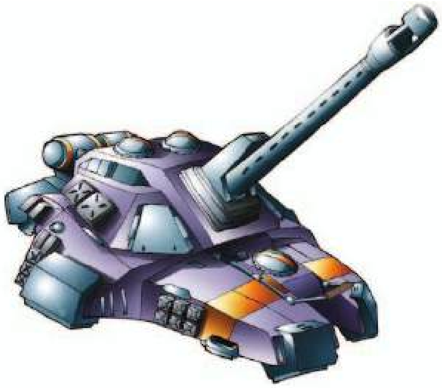
By far the most common form of artillery in the CEF, the MAT-68 can provide rapid fire support in situations that would be impossible for conventional artillery. MAT-68 batteries are positioned as close to a battle as possible rather than as far away as possible to improve responsiveness and tasking flexibility.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MAT-68	47	8	3	H:7	10	8	+0	-1	+0	LLC (T, Flak), LAG (T), Counter Battery System, Airborne Deployment Rig, Recon Sensors, Ram Plate	Veh	2"

Code Name:	MAT-72
Manufacturer:	Kadellie Weapon Systems
Unit Type:	Medium Artillery Tank
Height:	3.8 m / 12.5 ft
Weight:	49,450 kg / 109,018 lbs

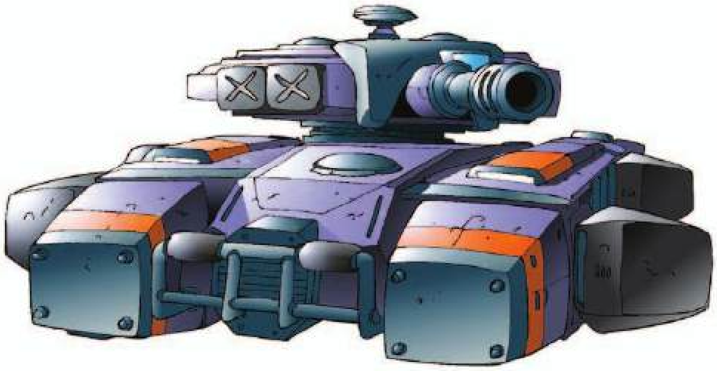
Available only in extremely limited numbers before AD 6120, the MAT-72 proved itself as a decisive asset when it could be deployed. At present only the 3rd and 8th Fleets possess any in significant quantities. The 7th fleet relief force also requisitioned significant quantities for operations on New Jeusalem.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MAT-72	53	9	3	H:8	10	9	+0	-1	+0	LLC (T, Flak), MAG (T), Counter Battery System, Airborne Deployment Rig, Recon Sensors, Ram Plate	Veh	2"

Code Name:	MHT-68
Manufacturer:	Moscow Heavy Industries
Unit Type:	Medium Hovertank
Height:	3.6 m / 11.8 ft
Weight:	45,000 kg / 99,208 lbs

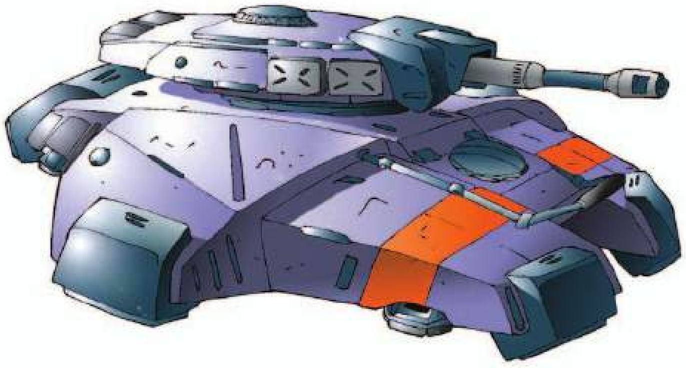
The MHT-68 provides a heavy punch to the forces of the CEF. It's tough enough to press right down the middle, but fast enough to escape most things it cannot kill. It took Terra Novan military forces a while to become proficient at countering them. The price they paid in order to learn how to fight them will never be forgotten.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MHT-68 Predator	54	8	3	H:7	10	8	+0	-1	+0	HPA (T), MATM (T), MABM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-68 Banshee	53	8	3	H:7	10	8	+0	-1	+0	HLC (T, Flak), MATM (T), MAAM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-68 Aster	52	8	3	H:7	10	8	+0	-1	+0	HRL (T), MATM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-68 Raider	53	8	3	H:7	10	8	+0	-1	+0	MPL (T, Link), MATM (T), MABM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"

Code Name:	MHT-72
Manufacturer:	Moscow Heavy Industries
Unit Type:	Medium Hovertank
Height:	3.7 m / 12.1 ft
Weight:	47,000 kg / 103,617 lbs

The MHT-72 marks more advancements made in hovertank technology. As if the 68s weren't bad enough, the 72s are faster, have better armor, and even have better jump jets. They also cost more, but that doesn't seem to be an issue, as the CEF is sending wave after wave of 72s to assault heavily fortified positions.



Model Name	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MHT-72 Predator	58	9	3	H:8	10	9	+0	-1	+0	HPA (T), MATM (T), MABM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-72 Banshee	57	9	3	H:8	10	9	+0	-1	+0	HLC (T, Flak), MATM (T), MAAM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-72 Aster	57	9	3	H:8	10	9	+0	-1	+0	HRL (T), MATM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"
MHT-72 Raider	57	9	3	H:8	10	9	+0	-1	+0	MPL (T, Link), MATM (T), MABM (T), Airborne Deployment Rig, Recon Sensors, Target Designator, Ram Plate	Veh	2"

BETRAYAL

"I don't understand." Fleet Admiral Mubatu's lined eyes narrowed at her trideo display and the shrouded figure on it. She could already feel her staff wince at her tone, which usually meant her measured temperament was about to give way to a bout of anger. The title as head of the CEF already carried authority, but Mubatu knew her own reputation lent more fear to her position.

"The Party and NEC understand your concerns—" The figure on the other end took a placating tone. She hated that. Typical of some middling bureaucrat with far too much power for their station, and unbefitting the powerful figure he was forced to address.

"A new war is breaking out. My forces are already hard pressed with the occupation… the Commonwealth wanted this world, and we are this close!" She pinched her fingers together for emphasis, her voice rising. "You know well our situation here. Every hour I'm getting new reports of ground lost to these backwards colonials, and now… this?"

"The Party has already decided. We are very aware of your current manpower, combined with the colonial forces at your disposal, and it is the Party's belief that—"

"That I'm to be left here to die." She made it a statement rather than a question. Her tone was flat as she tried to keep her anger in check, though she was rapidly failing at it. "Need I remind the Party of the last time this occurred, on this same colony? The losses? The embarrassment? It all could have been—excuse me, could be… avoided!"

The Director took offense to this, his tone changing. "Of course such a sentiment would hit close to home, Mubatu."

She felt heat rise in her cheeks, rage surging through her throat and higher still as he addressed her so informally. "How dare—"

"How dare you, little Admiral. You know what the Party requires. Their piece of this occupation has already been a success. You cannot handle yours. As stated, you will receive no further support from the other fleets."

Her fists balled, clenching at the fabric of her uniform and threatening to tear it as her jaw clenched tight in anger.

"Think of this as a way to correct the past mistakes of your bloodline."

"How dare you bring my mother into this!"

"Yet you did do just that. Did you not, Admiral? You brought up past failures. 'This close.' Your words. Not those of the Party or wider NEC."

"We do not have the resources to hold back this new offensive. We're already stretched thin, and you know this!"

"Make do. Any further failure is yours… just as it was your mother's." The screen cut out, the terminal displaying the signal was lost. Mubatu barely heard her own scream. Barely felt her fist pound into the display and crack it. When she looked up, her staff were wide eyed, staring at her. It was not at her anger.

"Admiral—" Commodore Crastinov spoke up first, taking the chance against her rage. "We… we will not receive any further…?" She realized that they were all in shock. Shock… fear… both were useless. Anger, however…

"Get out. All of you! Do your damned jobs like your lives depend on it… because they very much do. And you, Crastinov, I expect the Eleventh Korps on the Esperance front immediately."

"We've already lost—"

"You lead them! Personally! Get out!" She dismissed them all with a wave. Seven officers scurried out, all too eager to get out of her path of destruction. When they were gone, she slumped back into her high-backed chair, her anger ebbing into a sullen mood. She was going over numbers in her head. Calculations… strategy. All equations ended the same. She and her fleet had been abandoned, just as her mother had been.

She could still hear her mother's voice from her last message. Mubatu could no longer picture her…not fully. Time diluted memory, and she cursed herself, rubbing at her temple and staring at the damaged trideo display. She saw a smear of blood there, and looked to her hand absently, where a piece of plastic covering stuck out from the bottom. She tugged at it, pressing her lips to the small wound to cover it and tasting copper.

New thoughts entered her head, much darker given her new predicament.

The Colonials… these Terra Novans. They fought for something tangible. The CEF did as well… New resources, living space for mankind to expand from Earth's shattered environment. For the Party to make this decision, to have claimed to have already accomplished their objectives when so much was left to be finished… to so easily abandon their very own forces? Thousands of human personnel, to say nothing of the equipment. Hovertanks, frames, ships, GRELs…

One certain thought stabbed into the center of her mind like the plastic shard had cut into her hand. Unlike the plastic, this sliced into her core and cut deeply, the pain forming anew.

“They don’t care,” she said aloud to herself, clenching her jaw after as the realization struck. “They don’t give a damn.” This one thought, this central wound changed everything. Her intelligence officer had briefed her on what the Terra Novans called Reckoning Day. Previous estimates of league strengths were wrong, as was the presence of additional colonial forces… this time aiding the Terra Novans .

Mubatu took in the office that surrounded her. She was told it was originally the presidential office of the Humanist Alliance… Preceptors, they were called. Something like that. She didn’t exactly care for any of the Novies’ culture or organization other than what was needed to be known. Preceptors…

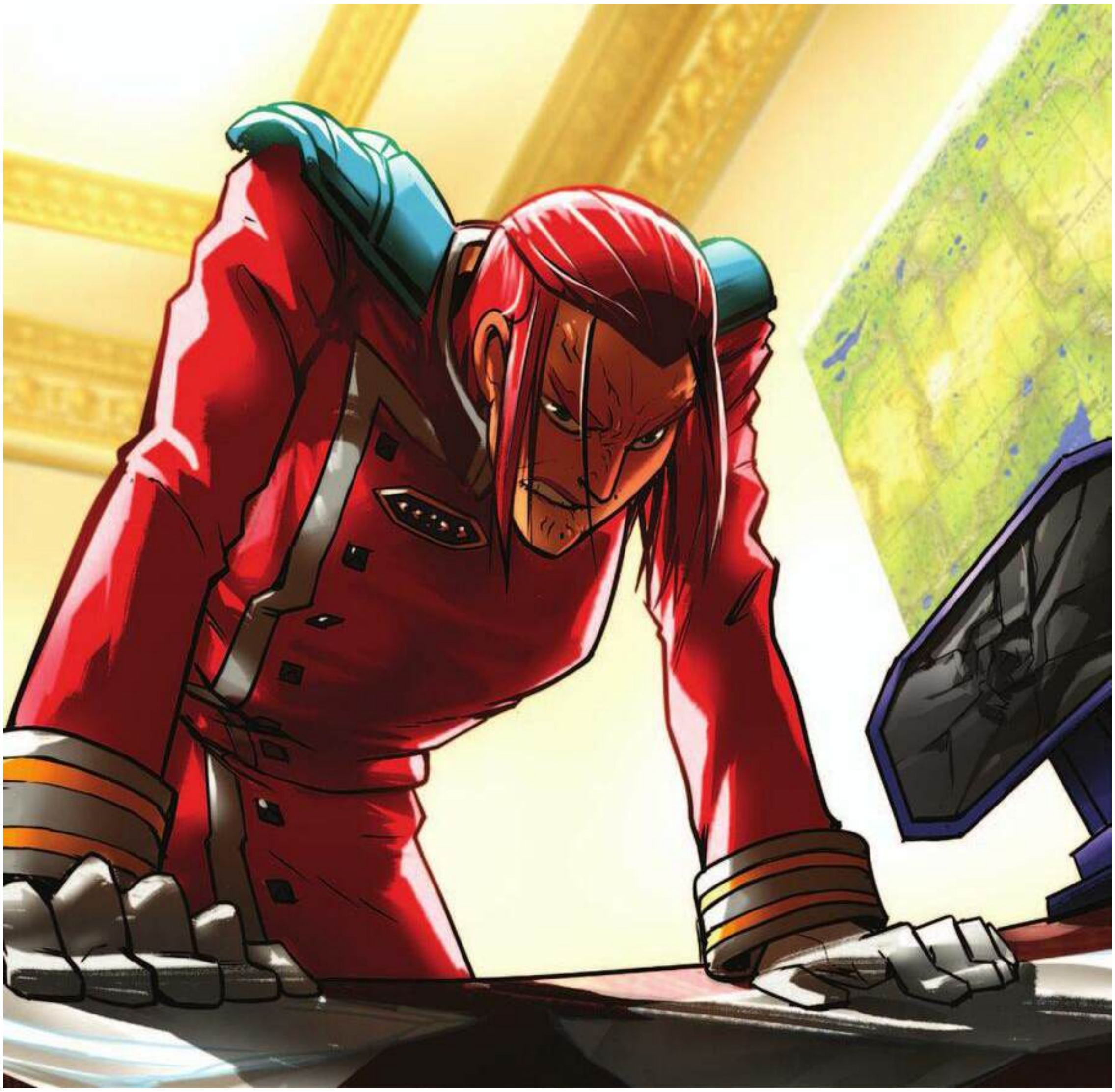
“Idealistic trash,” she muttered, spying the glass decanter filled with amber fluid at the corner of her desk. Idealism had its virtues, but what did they matter when mistakes were made, over and over? Betrayals. The Party. The self-indulgent NEC and its council.

“I didn’t think it possible.”

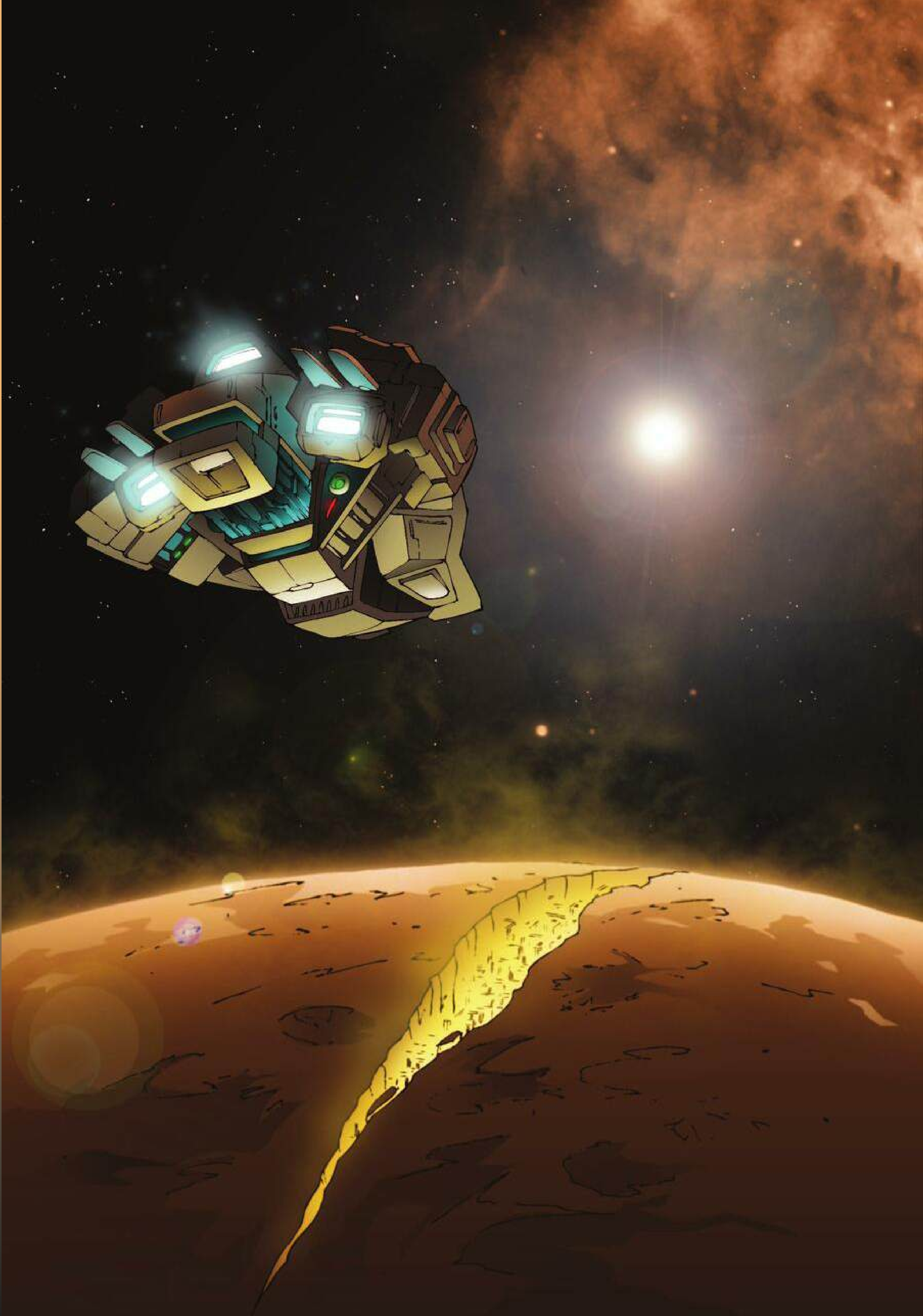
This new voice startled her. One man had remained behind, despite her order to leave… and only one man would dare. The same man that made no noise, kept to the shadows, and rarely spoke.

“Belkev,” she quietly intoned, looking up. His jagged, clean-shaven features shone under his cropped hair, his facial markings perpetually staining his visage with the appearance of spread wings across his cheeks. He bowed his head reverently in response. Him and his Valkyries… the elite, apart from the CEF and answering to the Party alone. More of a cult, really, she had often thought. An enigmatic one at that. At first, she had tolerated them at the Party’s orders. But recent attacks had her relying more on Belkev and his enigmatic forces. His next words were surprising, as was his somber tone.

“We have been betrayed.”



CAPRICE VEHICLE LIST 16

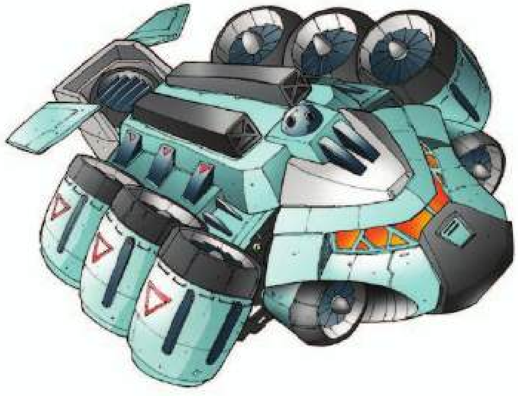


CAPRICE VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Acco	1
F-32 Maru	1
Hamath	1
Haru	1
Reubeni Attack Trike	1
F-22 Zikru	2
Bashan	3
F-112 Rabbu	4
Anab	5
Aphek	5
F-27 Sarru	5
Kadesh	6
Ba'alim	7
Meggido	7
Peregrine Gunship	7
Ammon	8
Moab	9

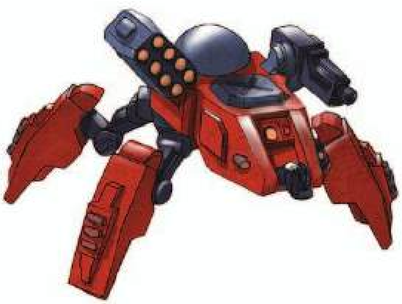
CAPRICIAN MILITARY FORCES

The military forces sent by Caprice to Terra Nova are dominated by two features. First is their reliance on their combat mounts. Mounts originally started as construction and mining equipment but were weaponized during the corporate wars before the arrival of the CEF. Over time, what was a series of ad hoc upgrades became standardized and even entered production on a limited scale. There are relatively few combat mount designs though this is being expanded upon given the strain of the CEF's colonial wars. The second major feature of Caprician military forces on Terra Nova is their corporate background and structure. Caprice is dominated by corporations which each maintain their own internal security and defense forces. These corporate armies are small and totally independent from each other. Caprician military units on Terra Nova are often contracted portions of a corporation's security or defense forces. While perhaps not the most willing participants, the corporate culture of Caprice does, however, result in extremely loyal personnel. This loyalty is to the corporation first and only. Caprician units are most common in the badlands or extreme urban environments where their mount's ability to climb and maneuver vertically is of most value.



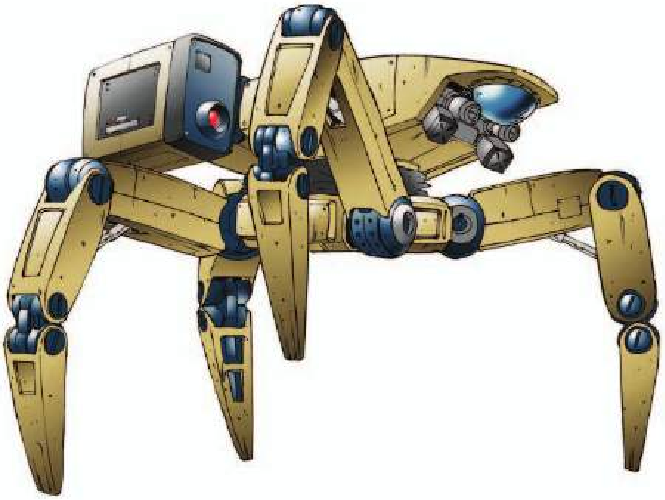
Code Name:	Acco
Manufacturer:	Kinzler Industries
Unit Type:	Light Mount
Height:	3.4 m / 11.2 ft
Weight:	5,000 kg / 11,023 lbs

The first purely military mount developed on Caprice, the Acco is now a workhorse used by the police and military. Developed by Kinzler Industries to be an exceptional climber, it can easily hang upside down from rock ceilings. Hakkar was so impressed they poached some of the key engineers involved with its development.



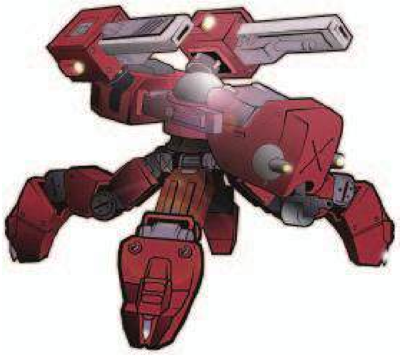
Location	Stock	Strip
Torso	3	11
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Acco	14	1	1	W:6	6	6	+0	+0	-1	LAC, LRP, MMG, LSG	Str	1"
Stalker Acco	14	1	1	W:6	6	6	+0	+0	-1	LFC, LRP, MMG, LSG	Str	1"
Pyro Acco	14	3	1	W:6	6	6	+0	+0	-1	MFL, LRP, MMG, LSG	Str	1"
Sniper Acco	14	1	1	W:6	6	6	+0	+0	-1	LRF, LRP, MMG, LSG	Str	1"
Ubiquitous, Early Warning System, Climbing Gear, Stabilizer, Hostile Environment Kit												



Code Name:	Ammon
Manufacturer:	Hakkar
Unit Type:	Heavy Mount
Height:	6.0 m / 19.7 ft
Weight:	23,000 kg / 50,706 lbs

The Ammon is built like a main battle tank and has exceptional mobility for its size within rocky environments, such as the Cat's Eye Trench. Like most mounts, it is usually frowned upon for them to climb buildings within the city of Gomorrah due to the giant holes their climbing pistons leave in the walls of buildings.

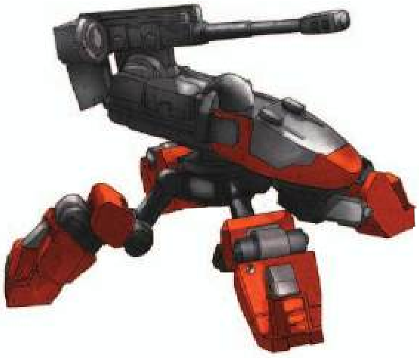


Location	Stock	Strip
Torso	6	18
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Ammon	59	8	2	W:5	11	8	+0	-1	+0	2x HRP (-Limited Ammo, Guided), HMG, MSG	Str	2"
Ammon Quasar	71	8	2	W:5	11	8	+0	-1	+0	2x MRG, HMG, MSG	Str	2"
Ammon Buster	63	8	2	W:5	11	8	+0	-1	+0	2x MATM, HMG, MSG	Str	2"
Brawler:1, Climbing Gear, Stabilizer, Target Designator, Advanced Control System, Hostile Environment Kit												

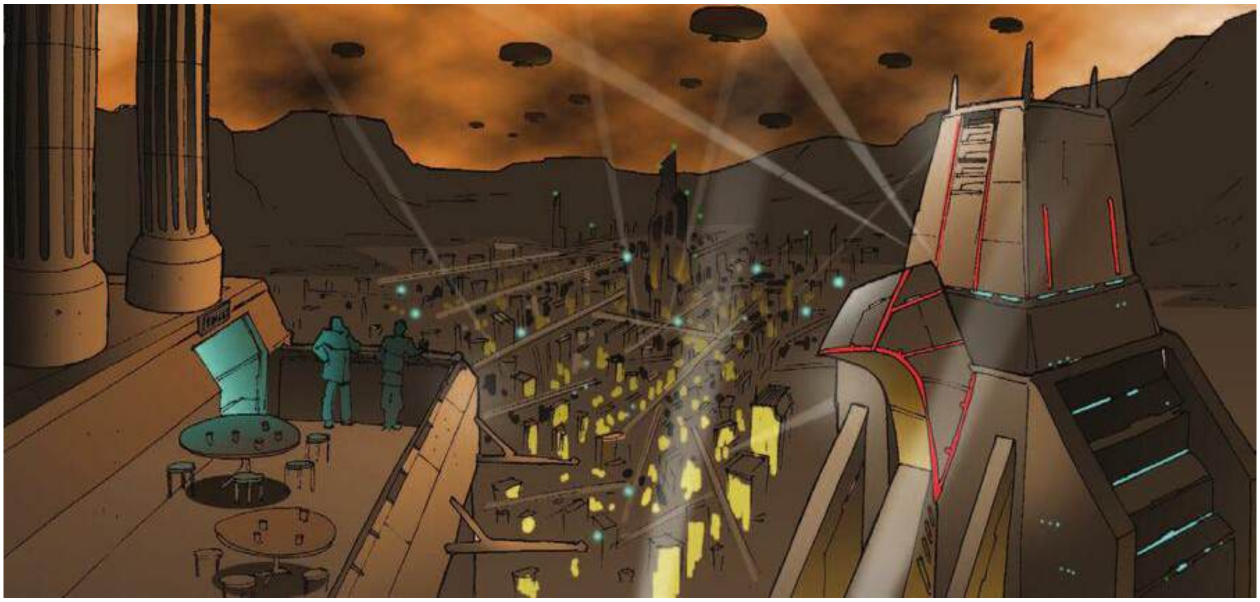
Code Name:	Anab
Manufacturer:	Hakkar
Unit Type:	Artillery Mount
Height:	4.6 m / 15.1 ft
Weight:	11,400 kg / 25,133 lb

Performance reports on Caprician mounts continue to note that they tend to lack strategic options, especially outside of mountainous environments. One of Hakkar's responses was to develop a mount that brought a specific option that was lacking from many of their mounts: artillery.



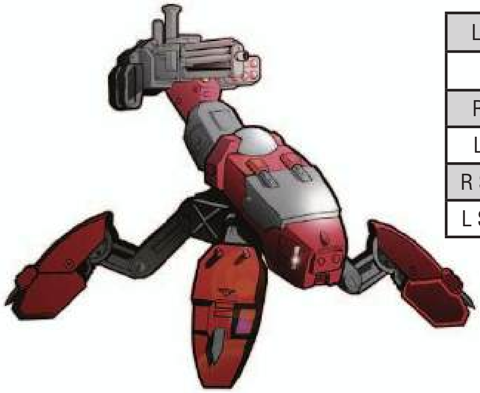
Location	Stock	Strip
Torso	6	15
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Anab	32	5	1	W:6	8	8	+0	+0	+0	LSMG, LSG, LFG, Counter Battery System	Str	1.5"
Anab Barrage	32	5	1	W:6	8	8	+0	+0	+0	LSMG, LSG, MAR (Link)	Str	1.5"
Climbing Gear, Stabilizer, Elite Sensors, Quick Response System, Hostile Environment Kit												



Code Name:	Aphek
Manufacturer:	Hakkar
Unit Type:	Medium Mount
Height:	4.7 m / 15.4 ft
Weight:	10,500 kg / 23,149 lbs

Caprice uses Apheks in a similar manner that Terra Novans use light tanks. However, they come with some features that allow them more tactical diversity. They can climb extremely well, and are able to use their scorpion-like appendage to direct weapons from around cover.

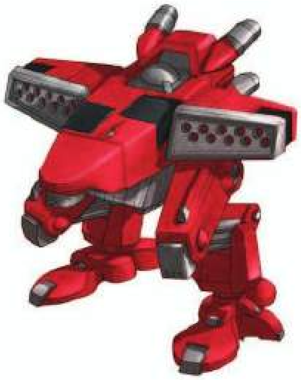


Location	Stock	Strip
Torso	6	15
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Aphek	26	6	1	W:7	7	8	+0	+0	+0	MRC, LRP, HMG, LSG	Str	1.5"
Aphek Barrage	25	5	1	W:7	7	8	+0	+0	+0	LRP (- Limited Ammo, Link), HMG, LSG	Str	1.5"
Aphek Rex	29	6	1	W:7	7	8	+0	+0	+0	MRC, LATM, HMG, LSG	Str	1.5"
Mortar Upgrade	+2	+1	-	-	-	-	-	-	-	+ LGM (T)	-	-
Quick Response System, Stabilizer, Brawler:1, Climbing Gear, ECM Suite, Target Designator, Hostile Environment Kit												

Code Name:	Ba'alim
Manufacturer:	Hakkar
Unit Type:	Heavy Mount
Height:	7.2 m / 23.6 ft
Weight:	15,000 kg / 33,069 lb

The Ba'alim Heavy Frame is an adaptation of the Moab. While it is lighter than the Moab, both share a similar main body and powerplant design. The Ba'alim has only two legs, built around a digitigrade stance that makes it easier to absorb the shock of running and jumping at higher speeds.

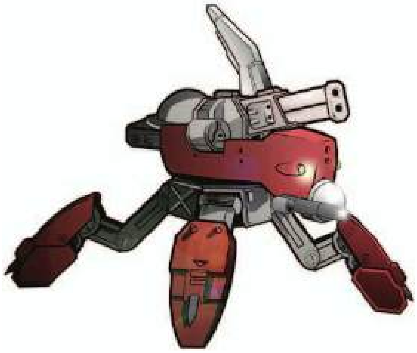


Location	Stock	Strip
Torso	5	18
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Ba'alim	48	8	2	W:7	10	8	+0	-1	-1	2x HAR, HCW	Str	2"
Ba'alim Barrage	48	7	2	W:7	10	8	+0	-1	-1	2x HABM, HCW	Str	2"
Hostile Environment Kit												

Code Name:	Bashan
Manufacturer:	Hakkar
Unit Type:	Recon Mount
Height:	4.0 m / 13.1 ft
Weight:	7,500 kg / 16,535 lbs

The Bashan is Hakkar's electronic warfare answer for mounts. Their electronics suite is impressive, allowing the machine to be an acceptable command and control mount even without the added features from the command upgrade. Bashans are regularly tasked with reconnaissance.

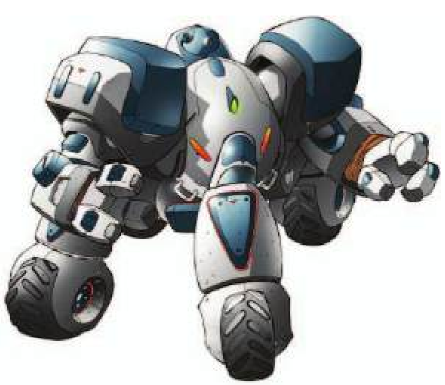


Location	Stock	Strip
Torso	5	15
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Bashan	29	3	1	W:8	7	7	-1	+1	+1	MAC, MMG, LSG, ECM Suite	Str	1"
Jammer Bashan	31	4	1	W:8	7	7	-1	+1	+1	MAC, LSG, Advanced ECM Suite, Satellite Uplink	Str	1"
Quick Response System, High Tech, Brawler:1, Climbing Gear, Comms Suite, ECCM Suite, Target Designator, Stabilizer, High Maintenance, Recon Sensors, Hostile Environment Kit												

Code Name:	F-112 Rabbu
Manufacturer:	Hakkar
Unit Type:	Interceptor Mount
Height:	4.5 m / 14.8 ft
Weight:	7,600 kg / 16,755 lb

The F-112 is an F-55 with four legs. All four legs are tipped with a wheeled secondary movement system that provides increased speed and mobility on pavement and most level surfaces. While it is capable of working in offroad conditions, they tend to be favored in urban environments.

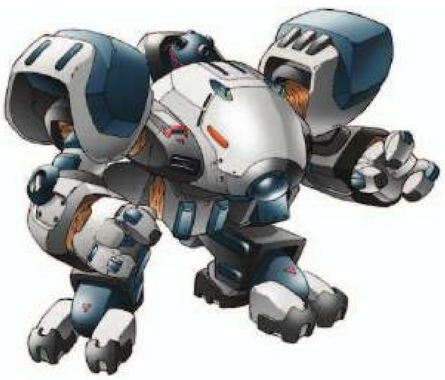


Location	Stock	Strip
Torso	7	11
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Rabbu	21	4	1	W/G:8	6	7	+0	+1	-1	MAC (Manip), MP, MCW (Manip), LFRG, LAPGL	Gear	1.5"
Rabbu Warranter	21	4	1	W/G:8	6	7	+0	+1	-1	HSMG (Manip), MP, MCW (Manip), LFRG, LAPGL	Gear	1.5"
Rabbu Sniper	23	5	1	W/G:8	6	7	+0	+1	-1	HRF (Manip), MP, MCW (Manip), LFRG, LAPGL	Gear	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Brawler:1, Stabilizer, Hands, Hostile Environment Kit, Spotlight												

Code Name:	F-27 Sarru
Manufacturer:	Hakkar
Unit Type:	Heavy Combat Mount
Height:	5.0 m / 16.4 ft
Weight:	8,900 kg / 19,621 lb

The F-27's Rocket-Assisted Hammer 5000 (RAH-5000), trademarked by Hakkar, is an evolved rock hammer with a fearsome reputation amongst arena fighters on Caprice. No other arena weapon has been credited with more one-hit victories than the RAH-5000.

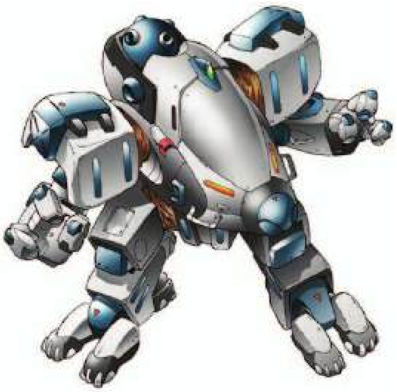


Location	Stock	Strip
Torso	6	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Sarru	32	5	1	W:6	8	7	+0	+0	-1	HAC (Manip), MP, HCW (Manip), LSG (Manip), LATM (Link) (Shoulder), MFRG, MAPGL	Gear	2"
Sarru Warranter	32	5	1	W:6	8	7	+0	+0	-1	HRC (Manip), MP, HCW (Manip), LSG (Manip), LATM (Link) (Shoulder), MFRG, MAPGL	Gear	2"
Sarru Quasar	32	6	1	W:6	8	7	+0	+0	-1	LRG (Manip), MP, HCW (Manip), LSG (Manip), LATM (Link) (Shoulder), MFRG, MAPGL	Gear	2"
Buster Upgrade	+1	+1	-	-	-	-	-	-	-	- LATM (Link) (Shoulder), + LAR (Link) (Shoulder)	-	-
Climbing Gear, Brawler:2, Quick Response System, Hands, Hostile Environment Kit, Spotlight												

Code Name:	F-32 Maru
Manufacturer:	Hakkar
Unit Type:	Light Combat Frame
Height:	3 m / 9.8 ft
Weight:	2,300 kg / 5,071 lbs

Small and wide-footed, the F-32 can easily make its way across both the urban jungle of Gomorrah or the broken ground of Caprice’s landscape. While initially employed as a civil policing unit, the F-32 has been updated with heavier armaments for combat operations.

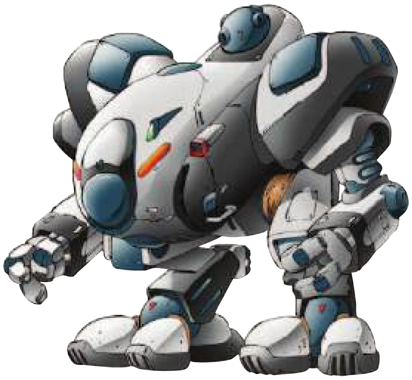


Location	Stock	Strip
Torso	4	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Maru	9	1	1	W:7	5	6	+0	+0	-1	LSMG (Manip), MP, LSG (Manip), LFRG, LAPGL	Gear	1"
Maru Sniper	12	1	1	W:7	5	6	+0	+0	-1	LRF (Manip), MP, LSG (Manip), LFRG, LAPGL	Gear	1"
Maru Rex	12	1	1	W:7	5	6	+0	+0	-1	LSC (Manip), MP, LSG (Manip), LFRG, LAPGL	Gear	1"
Climbing Gear, Hands, Hostile Environment Kit, Spotlight												

Code Name:	F-55 Zikru
Manufacturer:	Hakkar
Unit Type:	Medium Combat Frame
Height:	4.5 m / 14.8 ft
Weight:	6,853 kg / 15,108 lbs

Like the F-27 and F-32, the pads on the F-55’s hands and feet utilize “Lacerta-tech”, produced by Lysander Incorporated, which can be engaged to produce van der Waals forces. This Lacerta-tech, combined with additional climbing equipment makes these frames excellent climbers.

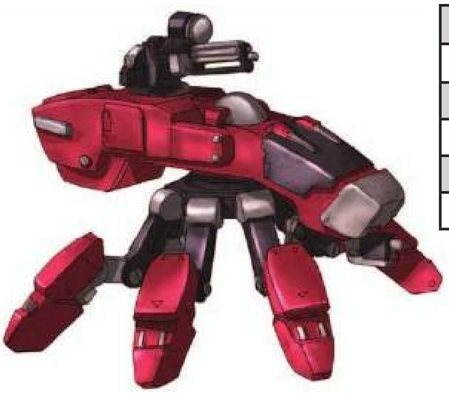


Location	Stock	Strip
Torso	5	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Zikru	13	2	1	W:6	6	6	+0	+0	+0	LAC (Manip), MP, MCW (Manip), LSG (Manip), LFRG, MAPGL	Gear	1.5"
Zikru Stalker	13	2	1	W:6	6	6	+0	+0	+0	LSC (Manip), MP, MCW (Manip), LSG (Manip), LFRG, MAPGL	Gear	1.5"
Zikru Thumper	15	2	1	W:6	6	6	+0	+0	+0	LGL (Manip), MP, MCW (Manip), LSG (Manip), LFRG, MAPGL	Gear	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
Jammer Upgrade	+5	+1	-	-	-	-	-	-	+1	+ ECM Suite, + ECCM Suite, + Elite Sensors	-	-
Climbing Gear, Recon Sensors, Hands, Hostile Environment Kit, Spotlight												

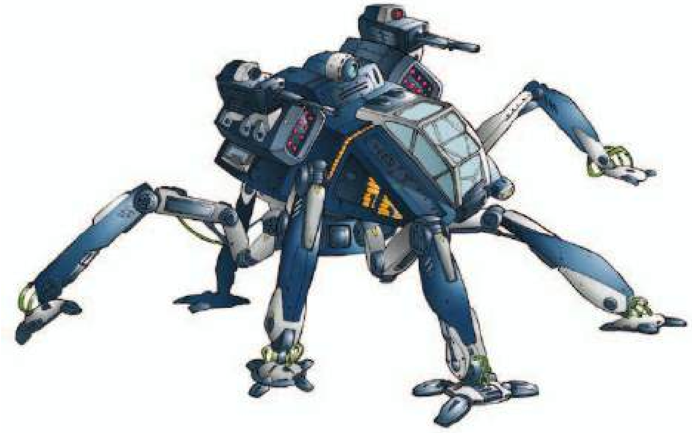
Code Name:	Hamath
Manufacturer:	Kinzler Industries
Unit Type:	APC Mount
Height:	4.6 m / 15.1 ft
Weight:	12,500 kg / 27,558 lbs

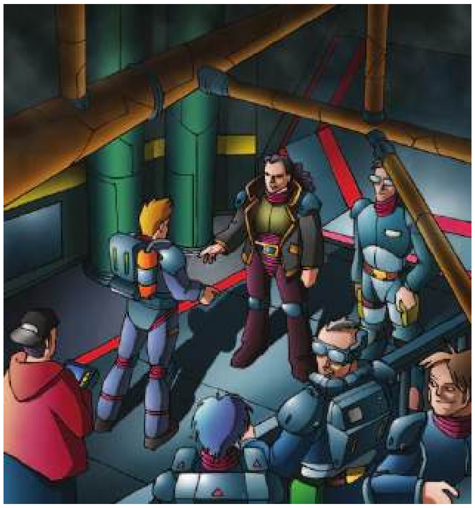
The Hamath APC is an armed and armored version of a transport that is commonly used to get miners to and from sites that wheeled or even treaded vehicles normally can't go. The corporations use them within the city limits of Gomorrah to transport fire, EMS, and police response units.



Location	Stock	Strip
Torso	7	11
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Hamath	17	4	1	W:7	7	8	-1	+0	-1	LRC (T), MMG, LCW, Transport: 20 Infantry	Str	1.5"
Hamath Medico	17	3	1	W:7	7	8	-1	+0	-1	LCW, Transport: 10 Infantry, Medical Suite	Str	1.5"
Hamath Guag	17	1	1	W:7	7	8	-1	+0	-1	LRC (T), MMG, MCW, Repair Array	Str	1.5"
Command Hamath	19	5	1	W:7	7	8	-1	+0	+0	LRC (T), MMG, LCW, Comms Suite, ECCM Suite, Transport: 10 Infantry	Str	1.5"
Climbing Gear, Stabilizer, Hostile Environment Kit, Spotlight												





Code Name:	Haru
Manufacturer:	Costa Moreia
Unit Type:	Motorcycle
Height:	1.1 m / 3.6 ft
Weight:	320 kg / 706lbs

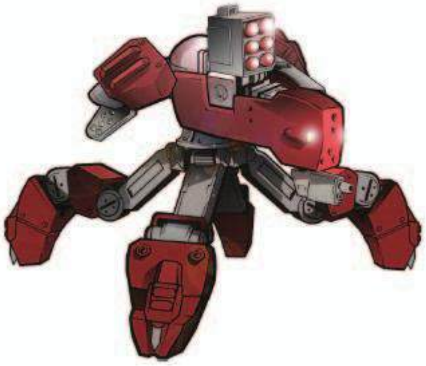
Costa Moreia's Haru is used by many within the city of Gomorrah. They are also used by police and corporate special forces. Optional parts are sold by Costa Moreia and various third parties to customize them for professional racing, street racing, or even off-road racing.

CLASSIFIED

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Haru	7	1	1	G:10	3	3	+0	+0	-1	LMG, LGL, Early Warning System	Veh	.5"
AT Upgrade	+2	+1	-	-	-	-	-	-	-	+ LAVM	-	-
Command Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-

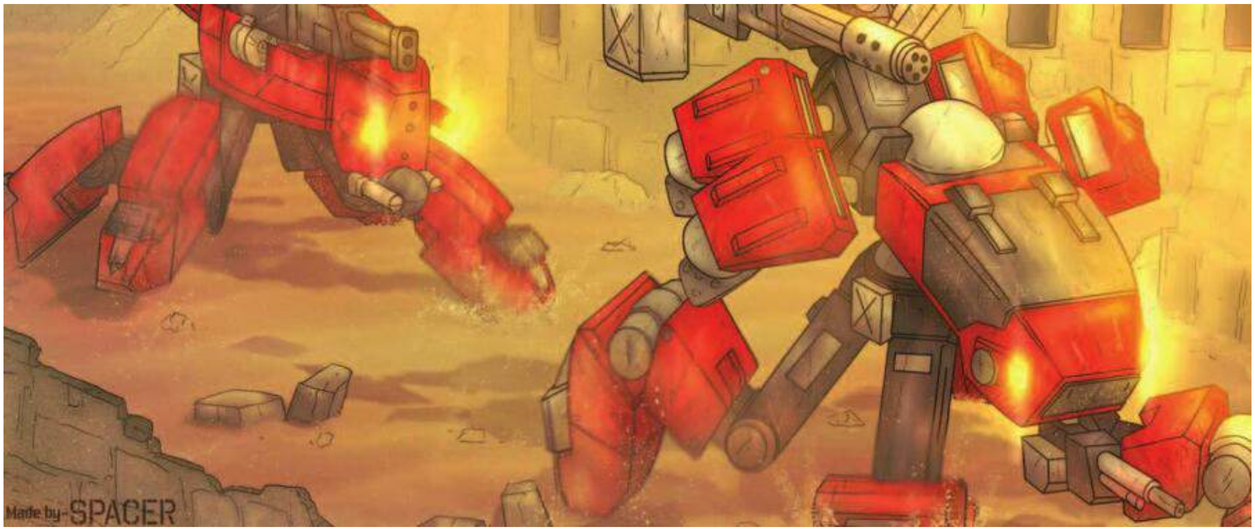
Code Name:	Kadesh
Manufacturer:	Hakkar
Unit Type:	Heavy Mount
Height:	4.6 m / 15.1 ft
Weight:	10,000 kg / 22,046 lbs

As Hakkar's first entry into heavy mounts, the Kadesh is a bit of a multi-tool. It has an ECM device for electronic warfare and jet assisted jumping capabilities, all in addition to its climbing pistons, good armor, and exceptional weapon choices.



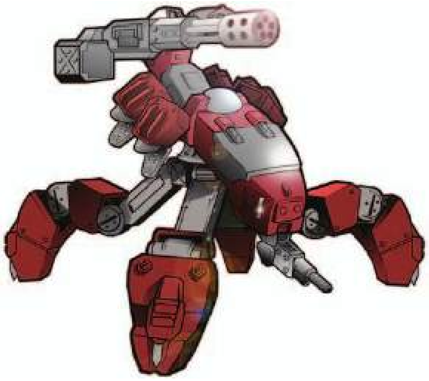
Location	Stock	Strip
Torso	6	14
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Kadesh	29	6	1	W:6	8	8	+0	+0	+0	MRC, MMG, MSG	Str	1.5"
Kadesh Barrage	29	6	1	W:6	8	8	+0	+0	+0	MRP (- Limited Ammo), MMG, MSG	Str	1.5"
Kadesh Neutron	33	7	1	W:6	8	8	+0	+0	+0	MPA, MMG, MSG	Str	1.5"
Command Upgrade	+1	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
Quick Response System, Stabilizer, Brawler:1, ECM Suite, Climbing Gear, Jetpack, Hostile Environment Kit												



Code Name:	Meggido
Manufacturer:	Hakkar
Unit Type:	Heavy Mount
Height:	4.7 m / 15.4 ft
Weight:	13,500 kg / 29,762 lbs

Hakkar's second entry into the heavy combat mount class of vehicles is a favorite amongst many pilots. The Meggido marries popular features found on the Aphek with features from the Kadesh. Its advanced computers assist the pilot with several functions, allowing many features to be initiated by voice commands.

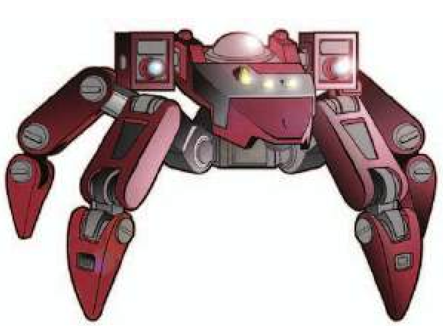


Location	Stock	Strip
Torso	7	18
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Meggido	42	8	1	W:6	9	8	+0	+0	-1	HRC, MGL, HMG, MSG	Str	1.5"
Meggido Rex	42	8	1	W:6	9	8	+0	+0	-1	HRC, LATM, HMG, MSG	Str	1.5"
Meggido Meteor	44	7	1	W:6	9	8	+0	+0	-1	MLC, LATM, HMG, MSG	Str	1.5"
Meggido Barrage	42	7	1	W:6	9	8	+0	+0	-1	MRP (-Limited Ammo), LATM, HMG, MSG	Str	1.5"
Stabilizer, Brawler:1, Climbing Gear, Jetpack, Advanced Control System, Hostile Environment Kit												

Code Name:	Moab
Manufacturer:	Hakkar
Unit Type:	Superheavy Mount
Height:	6.9 m / 22.6 ft
Weight:	25,000 kg / 55,116 lbs

The Moab was one of the first mounts. It is almost 200 years old and was initially developed as a very heavy all-terrain vehicle. It has been upgraded hundreds of times to stay modernized. Hakkar used the design to inspire the Ammon and allows other corporations to manufacture them, for a fee of course.

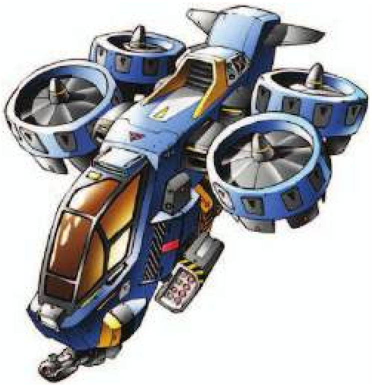


Location	Stock	Strip
Torso	10	17
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Moab	60	9	2	W:6	10	8	+0	-1	+0	2x HLC, HCW	Str	2"
Moab Neutron	56	9	2	W:6	10	8	+0	-1	+0	2x MPA, HCW	Str	2"
Moab Buster	56	9	2	W:6	10	8	+0	-1	+0	2x MATM, HCW	Str	2"
Moab Warranter	68	9	2	W:6	10	8	+0	-1	+0	2x HRL, HCW	Str	2"
Moab Quasar	64	9	2	W:6	10	8	+0	-1	+0	2x MRG, HCW	Str	2"
Command Moab	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite	-	-
Ubiquitous, Brawler:1, Climbing Gear, ECM Suite, Stabilizer, Target Designator, Advanced Control System, Hostile Environment Kit												

Code Name:	Peregrine Gunship
Manufacturer:	Gallot Enterprises
Unit Type:	Attack VTOL
Height:	3.6 m / 11.8 ft
Weight:	8,100 kg / 17,857 lb

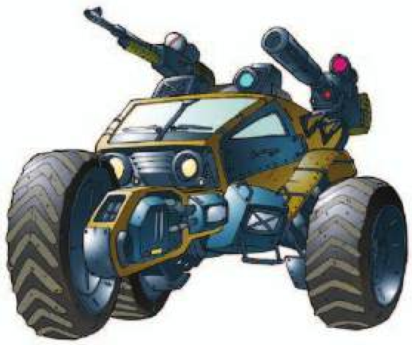
Gallot Enterprises won the bid to develop the Type 42 Peregrine Gunship for the CEF. This VTOL has low-bypass turbofans that are well suited for intense atmospheric effects found on Caprice and some of the other colony worlds. They are also quite useful for patrolling in and around the tight spaces of Gomorrah City.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Peregrine Gunship	31	7	2	H:12	6	8	+0	+1	+0	MRL (Flak), MRP (Link), Early Warning System, Quick Response System, Hostile Environment Kit	Veh, VTOL	2"
Tank Hunter Upgrade	+2	+1	-	-	-	-	-	-	-	- MRP (Link), + LATM (Link)	-	-

Code Name:	Reubeni Attack Trike
Manufacturer:	Various
Unit Type:	Light Vehicle
Height:	1.5 m / 4.9ft
Weight:	339 kg / 880 lb

Caprician forces sent to Terra Nova requested something to use as an outrider and patrol vehicle. There are many competing buggies and off-road vehicles on the Caprician market. This trike is a good example of a small off-road buggy found on Caprice.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Reubeni	11	1	2	W:9	4	6	+0	+0	-1	MMG, LRF, Hostile Environment Kit	Veh	1"

INSIDER TRADING

Commandant Gu'bade frowned as he typed, the screen showing the discrepancies the CEF officer was afraid he would find. The list of supplies scrolled past, and he rubbed at the dark skin over his jaw.

"It's as I suspected," Gu'bade spoke to the other Colonial Affairs officer behind him, "According to this data-stick, Hakkar is skimming more than just heavy metals from the Karaq Wastes."

"How is that possible?" The other officer, Verkov, peered over his superior's shoulder, "There." He pointed at one of the receipt lines. "Ancients bless us, we've found it. They're buying-"

"From Paxton," Gu'bade clenched his teeth. "Small arms, type 60 rifles... explosives. Aluminum, iron, coal, precious metals, petrol... crude and refined." His eyebrows lifted, "They're shipping it..."

"Right under our noses. Good catch, boss." The heavily accented Verkov patted Gu'bade. His superior continued reading. "Boss, we have to move. This is their facility. If they catch us..."

"This is too important. It's even bigger... This isn't just Hakkar. Gallot, too." The officer watched the screen, working the keyboard as he continued to scroll. He knew the Caprician corporations could be self-centered, but this was beyond the pale of anything he had seen. His subordinate leaned in.

"These are sales, and not on Caprice. How are they selling to those backwards knights on Eden?"

"I don't know. Not everything is here." The Commandant frowned, rubbing at his jaw again in thought. "They're moving the materials to our spaceport in the South, then stowing it in their own ships. Clever little drognards." The lights in the facility room flickered briefly. Adrenaline coursed through Gu'bade's veins, and the veteran CEF officer paused and looked up. He counted the seconds before the air became still as the Caprician facility settled.

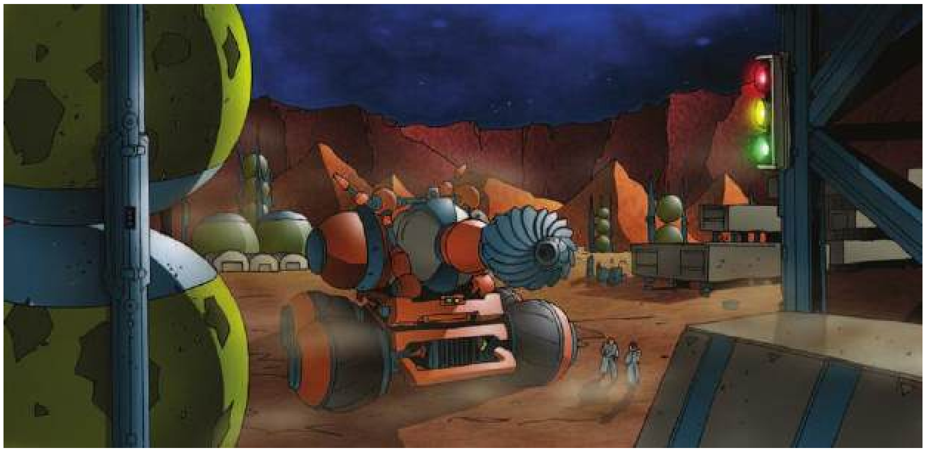
"No doubt settling with the 'Novans' power grid," he muttered, looking back at his screen. Immediately he saw something wrong. A command prompt at the end of the document was active. The command prompt wasn't supposed to be there. Fear gripped him as numbers began to appear beside the prompt. He wasn't typing. Someone was in the system. The numbers continued, one after the other, scrolling on the screen. The terminal shut itself off, and an electronic voice chimed that the record had been deleted. Gu'bade cursed, slamming his meaty fists on the terminal in frustration.

"Verkov, someone knows!" He turned to the other officer and then spun to the door, coming face to face with a pair of crimson eyes. The red irises, unnervingly inhuman, bore into him, with the flesh around them faintly scarred around cybernetic enhancements. Verkov reached for his pistol as his own eyes filled with steadily rising terror. A strong grip stopped him, keeping his hand off the gun. Pain exploded from his hand along the sound of flesh and bone being crushed.

The woman—the Caprician Azat—standing before Gu'bade smiled and twisted his arm with a snap. The Earth officer began to scream before it was cut short by a fist striking his jaw once, twice, and then three times. Bones snapped on the third strike, and Gu'bade's assassin stepped back, staring at her handiwork. She looked back at Verkov, who was slumped dead against the wall, already killed silently by the flechette pistol in her opposite hand.

"Hakkar 572-43 Verda: data secure." The woman's voice had a static edge to it as her voice-activated comms sending her message to her handler.

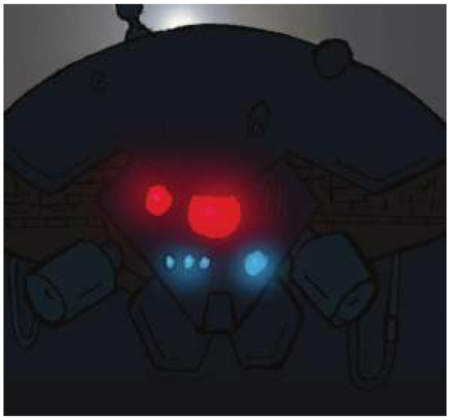
"Excellent work, Verda," came the reply in her enhanced eardrum. "Dispose of these bodies and detonate the servers. Make it look like the 'Novans."



UTOPIA VEHICLE LIST 16

UTOPIA VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Engineering Armiger	1
Engineering N-KIDU	1
Trooper APE	1
Trooper Automaton	3
Support APE	2
Recce N-KIDU	3
Support N-KIDU	3
Recce Armiger	5
Zaidu	5
Commando Armiger	7
Commando N-KIDU	7
Support Armiger	8
MAR-DK	9



UTOPIAN MILITARY FORCES

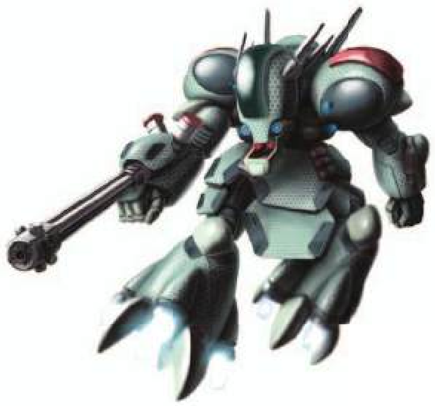
The official name for the combined forces of Utopia on Terra Nova is the Utopian Colonial Military Force (UCMF). This is composed of 4 corps (branches) and officially falls under the CEF 2nd fleet. A large detachment was seconded to the 8th fleet in preparation for the invasion of Terra Nova. The UCMF is a multinational force, of which Steelgate and Kogland are the largest contributors. The two nations are bitter rivals on Utopia although both are supportive of the CEF. The other powers, Greenway and the Independent States, are much smaller and make up a minority of UCMF forces. Greenway, however, has been pushing for prominence, and some friction between their units and others has been reported.

The UCMF is composed of 6 legions, 2 of which are assigned to the 8th fleet. Each legion is composed of 2 brigades of 4 regiments each. Regiments are broken into 4 companies, organized by pairs into battalions. A company is the typical unit seen within a region, and contains 4 platoons. A platoon is 2 sections each of 2 troupes. A troupe is equivalent to a squad, and consists of at least 2 armigers and between 6 and 14 N-KIDU drones. Troupes can also be composed of 4 APEs, or a collection of other drones under a commander. In addition to these units, independent groups of drones are often encountered performing a certain task, which they perform until they receive new orders. This is commonly used for area control and security.

Most Utopian units seen on Terra Nova are troupes, often with an attached element from other units. Utopian units are known for their high endurance due to having few humans and a focus on energy weapons. Long range patrols and deep operations are often assigned to Utopian units. The CEF is still in overall command, so it is rare to see a Utopian unit and not see a CEF unit in close proximity unless something questionable is going on.

Code Name:	Commando Armiger
Manufacturer:	Kogland
Unit Type:	Commando Armiger
Height:	4.7 m / 15.4 ft
Weight:	6,200 kg / 13,669 lbs

Commando Armigers have been observed being used for headhunting missions and is often accompanied by Commando N-KIDU. It appears that the pilots chosen for Commando Armigers are some of the more experienced pilots Utopia has to offer. Some of them appear to be on the level of Black Talon pilots, which is a bit concerning.



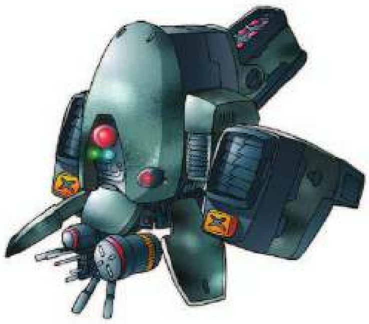
Location	Stock	Strip
Torso	8	14
R Manip	0	3
L Manip	0	3
R Shoulder	0	2
L Shoulder	0	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Commando Armiger	27	8	1	W/H:8	7	6	+1	+1	+0	MRL (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Grenadier Commando Armiger	25	7	1	W/H:8	7	6	+1	+1	+0	MGL (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Sniper Commando Armiger	27	7	1	W/H:8	7	6	+1	+1	+0	MLC (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Anti-Tank Upgrade	+2	+1	-	-	-	-	-	-	-	- MRP (Shoulder), + LATM (Shoulder)	-	-
VTOL Upgrade	+3	+1	-	W/H:10	-	-	-	-	-	-	Gear, VTOL	-

Hands, Early Warning System, Airborne Deployment Rig, Jetpack, Stealth Kit, Comms Suite, High Tech, Utopian Drone Controller: 4, Forearm Hardpoints, Hostile Environment Kit

Code Name:	Commando N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Commando Automaton
Height:	2.3 m / 7.6 ft
Weight:	2,100 kg / 4,630 lbs

The Commando N-KIDU is armed with light but effective missiles and a few other options. Fast, agile, and incredibly maneuverable, these drones display predatory behavior and have been known to stalk their targets. Swarms of these are extremely dangerous. They have been the bane of gear squads across Terra Nova.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Commando N-KIDU	11	7	N/A	H:8	5	6	+0	+0	+0	HAVM (- Limited Ammo), LRP, Early Warning System, Airbrone Deployment Rig, Stealth Kit, Jetpack	Drone:2	1.5"
ECM Commando N-KIDU	13	7	N/A	H:8	5	6	+0	+0	+0	HAVM (- Limited Ammo), LRP, Early Warning System, Airbrone Deployment Rig, Stealth Kit, Jetpack, ECM Suite	Drone:2	1.5"
EMT Commando N-KIDU	12	7	N/A	H:8	5	6	+0	+0	+0	HAVM (- Limited Ammo), Early Warning System, Airbrone Deployment Rig, Stealth Kit, Jetpack, Repair Array	Drone:2	1.5"
Pazu-Commando N-KIDU	15	7	N/A	H:8	5	6	+0	+0	+1	HAVM (- Limited Ammo), Early Warning System, Airborne Deployment Rig, Stealth Kit, Jetpack, Satellite Uplink	Drone:2	1.5"
Rocket Upgrade	+2	+1	N/A	-	-	-	-	-	-	- LRP, + MRP	-	-
N-LIL Upgrade	+4	+1	N/A	H:10	-	6	-	-	-	-	Drone:2, VTOL	-

Code Name:	Engineering Armiger
Manufacturer:	Kogland
Unit Type:	Battlefield Service Armiger
Height:	4.8 m / 15.7 ft
Weight:	2,900 kg / 6,393 lbs

Utopia's constant state of war proved useful in spinning up an invasion force to support the CEF. Decades of logistics and tactics were supplemented by novel designs to aid the drone formations. One example is the Utopian trend to recycle and reuse. The Engineering Armiger is a battlefield recovery unit designed to recover equipment.

CLASSIFIED

Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Engineering Armiger	17	1	1	W:6	6	6	+0	+0	+0	LLC (Manip), LCW (Manip)	Gear	1.5"
Repair Array, Comms Suite, Utopian Drone Controller: 1, Forearm Hardpoints, Hostile Environment Kit												

Code Name:	Engineering N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Recovery Automaton
Height:	3.5 m / 11.5 ft
Weight:	2,900 kg / 6,393 lbs

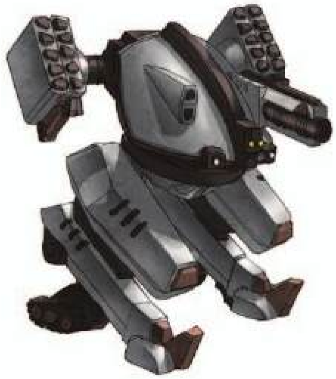
The Engineering N-KIDU operates alongside Engineering Armigers like many other Utopian drones. Its primary job is either to repair or recover equipment and vehicles from the battlefield or to lay and identify mines. Their role as a support unit has lead many to consider them easy prey, a fact they soon regret as the drone's frag cannon opens up.

CLASSIFIED

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Engineering N-KIDU	11	1	N/A	W:6	5	6	-1	-1	-1	MFC, LCW, Climbing Gear, Repair Array	Drone:1	1"
Mining N-KIDU	11	1	N/A	W:6	5	6	-1	-1	-1	MFC, LCW, Climbing Gear, Minelaying Gear: 1	Drone:1	1"

Code Name:	MAR-DK
Manufacturer:	Kogland
Unit Type:	Fire Support Walker
Height:	4.9 m / 16.1 ft
Weight:	9,110 kg / 20,084 lbs

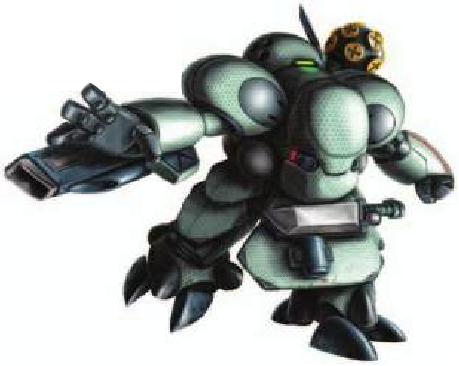
MAR-DKs are Utopian equivalents to fire support gears. They are devastatingly efficient at laying down large volumes of fire. For movement they can plod along as a walker or utilize the treads on the bottom of the feet and the back of legs. When cruising for long periods, they usually collapse down and operate similar to a tank.



Location	Stock	Strip
Torso	8	18
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
MAR-DK	38	9	1	W/G:6	8	8	+0	+0	+0	MPA (T), HRP (T, Link), LAPGL, LCW	Gear	2"
MAR-DK Barrage	40	9	1	W/G:6	8	8	+0	+0	+0	MPA (T), MATM (T, Link), LAPGL, LCW	Gear	2"
MAR-DK Bulwark	42	9	1	W/G:6	8	8	+0	+0	+0	MRL (T, AA, Link), MPA (T), LAPGL, LCW	Gear	2"
Node Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Satellite Uplink	-	-
Drone Processor	+0	-	-	-	-	-	-	-	-	- Utopian Drone Controller: 5	Drone:5	-
High Tech, Stabilizer, Utopian Drone Controller: 5, Advanced Control System, High Maintenance, Hostile Environment Kit												

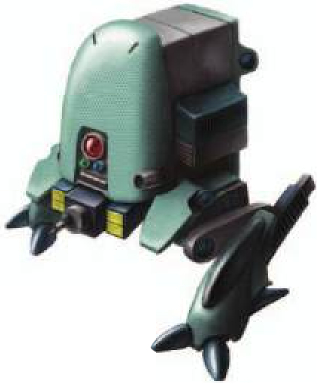
Code Name:	Recce Armiger
Manufacturer:	Kogland
Unit Type:	Recon Armiger
Height:	4.4 m / 14.4 ft
Weight:	5,900 kg / 13,007 lbs
The Recce Armiger comes with some of the most advanced electronic warfare technology available. It has a hover system it can use to travel quickly, and has a stealth coating to keep it hidden. Its main armament is either a laser cannon for sniping out targets or a rotary laser for a more direct approach.	



Location	Stock	Strip
Torso	6	11
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Recce Armiger	29	5	1	W/H:8	7	7	+0	+0	+1	LLC (Silencer) (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Close Support Recce Armiger	28	6	1	W/H:8	7	7	+0	+0	+1	MRL (Manip), LVB (Manip), MRP (Shoulder), MFRG, LAPGL	Gear	1.5"
Missile Support Recce Armiger	29	5	1	W/H:8	7	7	+0	+0	+1	LLC (Silencer) (Manip), LVB (Manip), LATM (Shoulder), MFRG, LAPGL	Gear	1.5"
Hands, Early Warning System, Advanced ECM Suite, ECCM Suite, Recon Sensors, Stealth Kit, Comms Suite, Utopian Drone Controller: 3, Forearm Hardpoints, Hostile Environment Kit												

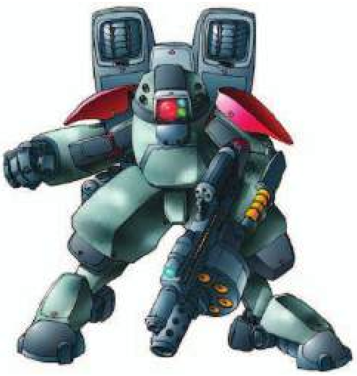
Code Name:	Recce N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Recon Automaton
Height:	3.2 m / 10.5 ft
Weight:	2,400 kg / 5,291 lbs
The Recce variant of the N-KIDU is one of the most common NAI drones in the Utopian Colonial Corps. These drones see use in recon squads and commando squads. They can be equipped with either comms gear or ECM gear, allowing them to effectively contribute to any engagement.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Recce N-KIDU	8	5	N/A	W:6	5	7	+0	+0	+0	HMG (Silencer), Comms Suite, Stealth Kit, Target Designator	Drone:1	1"
Hunter Recce N-KIDU	9	4	N/A	W:6	5	7	+0	+0	+0	LRC (AP:1, Silencer), Comms Suite, Stealth Kit, Target Designator	Drone:1	1"
MP Recce N-KIDU	9	3	N/A	W:6	5	7	+0	+0	+0	LFC (Silencer), Comms Suite, Stealth Kit, Target Designator	Drone:1	1"
ECM Recce N-KIDU	13	5	N/A	W:6	5	7	+0	+0	+0	LLC (Silencer), Stealth Kit, ECM Suite, ECCM Suite	Drone:1	1"
Pazu-Recce N-KIDU	11	5	N/A	W:6	5	7	+0	+0	+1	HMG (Silencer), Satellite Uplink, Stealth Kit	Drone:1	1"
Rocket Upgrade	+2	+1	-	-	-		-	-	-	+ LRP	-	-

Code Name:	Support APE
Manufacturer:	Various
Unit Type:	Support APE
Height:	3.9 m / 12.8 ft
Weight:	2,100 kg / 4,630 lbs

When the situation demands heavier weapons the Support APE is called to action. Like the Trooper APE, the Support APE can easily swap weapon loadouts as the situation demands. The Bulwark Support APE, with a medium rotary laser, is the newest variant and pilots are sometimes seen arguing over who has the right to pilot them.



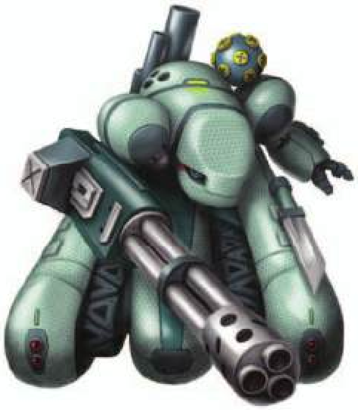
Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Support APE	13	3	1	W:6	6	7	+0	+0	-1	MRF/LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Gunner Support APE	13	2	1	W:6	6	7	+0	+0	-1	MSMG/LAPGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Grenadier Support APE	15	2	1	W:6	6	7	+0	+0	-1	LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Fire Support APE	13	5	1	W:6	6	7	+0	+0	-1	MFL (Manip), LVB (Manip), MIRP (Shoulder), LFRG, Fireproofing	Gear	1"
Bazooka Support APE	13	3	1	W:6	6	7	+0	+0	-1	MBZ (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Bulwark Support APE	20	6	1	W:6	6	7	+0	+0	-1	MRL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Organ Grinder APE	16	3	1	W:6	6	7	+0	+0	-1	MRF (Manip), LVB (Manip), MAPR (Shoulder), LFRG	Gear	1"
Wall Cracker APE	16	3	1	W:6	6	7	+0	+0	-1	MFC/LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG, HSE	Gear	1"
Special Operations Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Stealth Kit	-	-

Hands, Jetpack, Low Tech, Utopian Drone Controller: 2, Low Maintenance, Hostile Environment Kit

Code Name:	Support Armiger
Manufacturer:	Kogland
Unit Type:	Fire Support Armiger
Height:	4.0 m / 13.1 ft
Weight:	7,100 kg / 15,653 lbs

While sharing the base chassis of all armiger units, the Support Armiger swaps the legs and hover systems for a pair of tracks. This allows the unit to mount heavier weapons. Utopian pilots who are assigned to Support Armigers generally prefer to use it in a very direct manner, but it also has very effective indirect options as well.

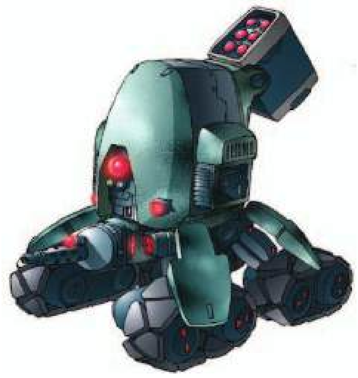


Location	Stock	Strip
Torso	7	13
R Manip	0	3
L Manip	0	3
R Shoulder	0	3
L Shoulder	0	3

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Support Armiger	26	8	1	G:5	8	8	+0	+0	+0	HRC (Manip), LVB (Manip), MGM, MRP (Shoulder), LAPGL	Gear	1"
Missile Support Armiger	27	8	1	G:5	8	8	+0	+0	+0	HRC (Manip), LVB (Manip), MATM, MRP (Shoulder), LAPGL	Gear	1"
Sniper Upgrade	+2	+0	-	-	-		-	-	-	- HRC (Manip), + MLC (Manip)	-	-

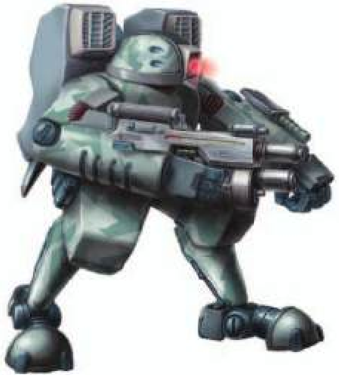
Hands, Quick Response System, Rugged Terrain Refit, Comms Suite, Utopian Drone Controller: 4, Forearm Hardpoints, Hostile Environment Kit

Code Name:	Support N-KIDU
Manufacturer:	Steelgate Central Foundries
Unit Type:	Fire Support Automaton
Height:	2.9 m / 9.5 ft
Weight:	6,200 kg / 13,669 lbs
The Support N-KIDU can be outfitted for rocket barrages, anti-armor work, or indirect mortar fire. It uses a set of caterpillar tracks so that it can carry more and still cover rough terrain. The AIs selected to be placed in the Support N-KIDU are generally a little on the psychotic side, and seem to legitimately enjoy blowing things up.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Support N-KIDU	11	3	N/A	G:6	6	7	+0	+0	+0	MRP (- Limited Ammo), Rugged Terrain Refit	Drone:2	1"
Missile Support N-KIDU	15	4	N/A	G:6	6	7	+0	+0	+0	LATM, Rugged Terrain Refit	Drone:2	1"
Mortar Support N-KIDU	11	4	N/A	G:6	6	7	+0	+0	+0	LGM, Rugged Terrain Refit	Drone:2	1"
Pazu-Support N-KIDU	14	3	N/A	G:6	6	7	+0	+0	+1	MRP, Rugged Terrain Refit, Satellite Uplink	Drone:2	1"

Code Name:	Trooper APE
Manufacturer:	Various
Unit Type:	Trooper APE
Height:	3.4 m / 11.2 ft
Weight:	800 kg / 1,764 lbs
The Trooper APE, developed in part by Steelgate, is one of the first piloted combat machines developed by Utopia. Based on construction suits, these designs were shared with Eden and other colony worlds. They have since been upgraded dozens of times and are reliable armored infantry for every Utopian nation.	



Location	Stock	Strip
Torso	5	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Trooper APE	12	1	1	W:7	6	6	+0	+0	+0	LSMG/LGL (Manip), LRP (Shoulder), LVB (Manip), LFRG	Gear	1"
Fire APE	12	3	1	W:7	6	6	+0	+0	+0	MFL (Manip), LRP (Shoulder), LVB (Manip), LFRG, Fireproofing	Gear	1"
Grenadier APE	14	3	1	W:7	6	6	+0	+0	+0	MGL (Manip), LRP (Shoulder), LVB (Manip), LFRG	Gear	1"
Node APE	12	2	1	W:7	6	6	+0	+0	+1	LSMG/LGL (Manip), LVB (Manip), LFRG, Comms Suite	Gear	1"
EWAR Upgrade	+2	+1	-	-	-	-	-	-	+1	+ECM Suite, +ECCM Suite	-	-
Special Operations Upgrade	+1	+1	-	-	-	-	-	-	-	+ Stealth Kit, + Airborne Deployment Rig	-	-
Ubiquitous, Hands, Jetpack, Utopian Drone Controller: 1, Low Maintenance, Hostile Environment Kit												

Code Name:	Trooper Automaton
Manufacturer:	Various
Unit Type:	Infantry Automaton
Height:	1.8 m / 6 ft
Weight:	120 kg / 265 lbs
With the advent of automaton technology working its way into every facet of life on Utopia, it was only a matter of time before automaton infantry would be created. There are countless derivatives of this robotic humanoid that serve a multitude of jobs, from policing and security tasks to butlers. The ones shown here are the combat variants.	

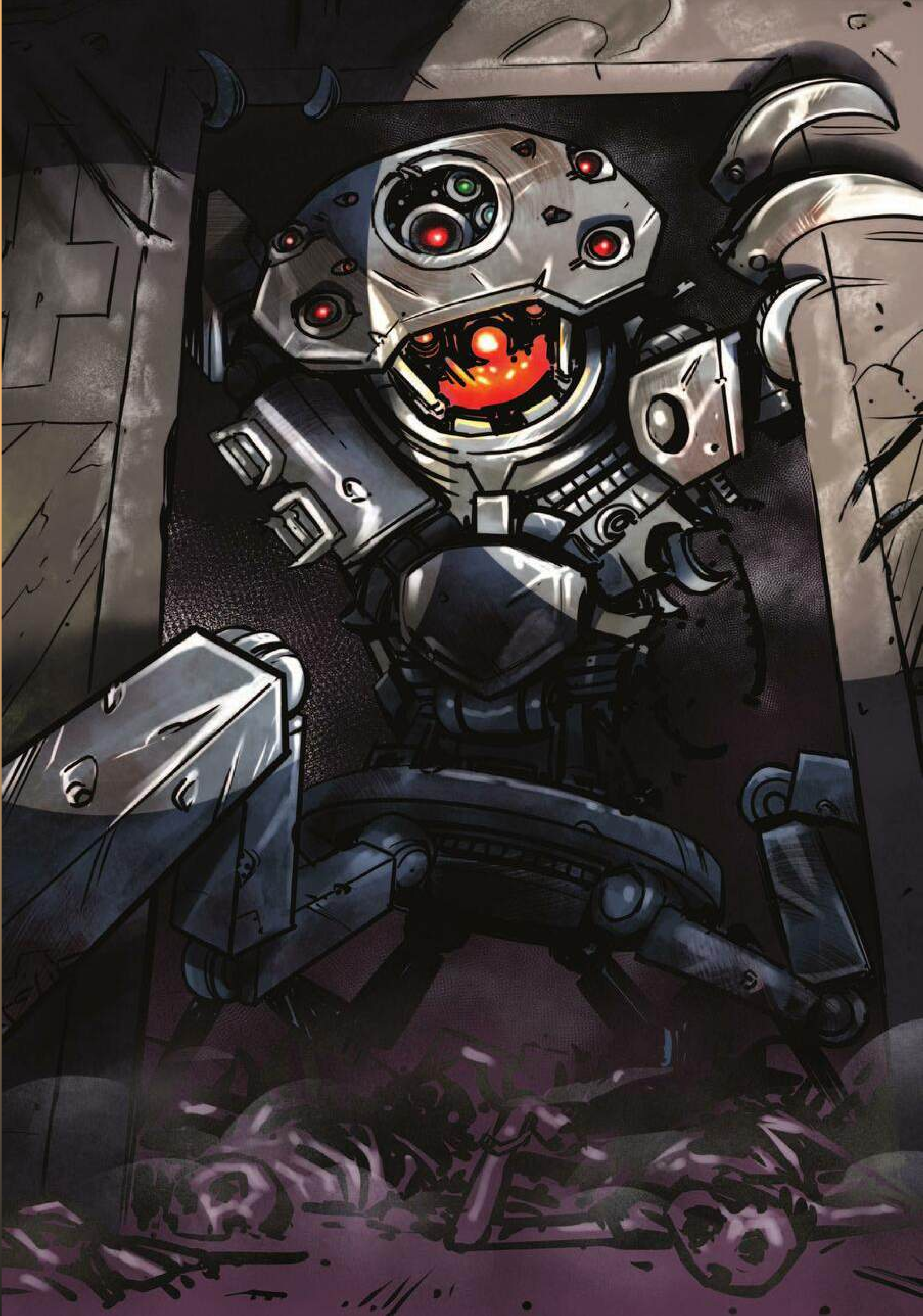
CLASSIFIED

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Trooper A	3	3	N/A	W:3	4	3	+0	+0	-1	Light Carbine, Light Knife, Intimidating	Drone:1	.5"
Trooper B	5	3	N/A	W:3	4	3	+0	+0	-1	Light Sniper Rifle, Light Knife, Intimidating	Drone:1	.5"
Trooper C	2	3	N/A	W:3	4	3	+0	+0	-1	Light Shotgun, Light Knife, Intimidating	Drone:1	.5"
Trooper D	4	3	N/A	W:3	4	3	+0	+0	-1	Light Grenade Launcher, Light Machine Pistol, Intimidating	Drone:1	.5"
Trooper E	5	3	N/A	W:3	4	3	+0	+0	-1	Light Mortar, Light Machine Pistol, Intimidating	Drone:1	.5"
Trooper F	5	3	N/A	W:3	4	3	+0	+0	-1	Light Flamer, Light Knife, Intimidating	Drone:1	.5"
Trooper G	2	3	N/A	W:3	4	3	+0	+0	-1	Light RPG, Light Knife, Intimidating	Drone:1	.5"
Trooper H	7	3	N/A	W:3	4	3	+0	+0	-1	Light Carbine, Light Knife, LBM, Intimidating, Kamikaze	Drone:1	.5"
Trooper I	12	3	N/A	W:3	4	3	+0	+0	-1	Light Machine Gun, Light Knife, Intimidating	Drone:1	.5"
Node Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Weapons in this entry are from the Weapons and Armor Chapter (Chapter 10), not the Vehicle Weapons seen in Chapter 13, except the H's LBM												

Code Name:	Zaidu
Manufacturer:	Steelgate Central Foundries
Unit Type:	Infantry Automaton
Height:	1.8 m / 6 ft
Weight:	130 kg / 286.6 lbs
Terra Novan observers have reported an advanced, heavier version of the Trooper Automaton in use by Utopians.	

CLASSIFIED

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Zaidu A	9	5	N/A	W/H:6	4	3	+0	+0	-1	Medium Carbine, Light Grenade Launcher, Light infantry Laser, LVB, Intimidating, Brawler:2	Drone:1	.5"
Zaidu B	9	5	N/A	W/H:6	4	3	+0	+0	-1	Light Carbine, Light Grenade Launcher, Medium Anti-Vehicle Missile, LVB, Intimidating, Brawler:2	Drone:1	.5"
Zaidu C	9	5	N/A	W/H:6	4	3	+0	+0	-1	Medium Carbine, Light Grenade Launcher, Medium Mortar, LVB, Intimidating, Brawler:2	Drone:1	.5"
Zaidu D	9	5	N/A	W/H:6	4	3	+0	+0	-1	Medium Carbine, Light Grenade Launcher, Medium Sniper Rifle, LVB, Intimidating, Brawler:2	Drone:1	.5"
Zaidu E	9	5	N/A	W/H:6	4	3	+0	+0	-1	Medium Carbine, Light Grenade Launcher, Medium Machine Gun, LVB, Intimidating, Brawler:2	Drone:1	.5"
Pazu Upgrade	+2	+1	N/A	-	-	-	-	-	+0	+ Comms Suite	-	-
Kaiju Upgrade	+1	+1	N/A	W/H:7	-	-	-	-	-	-	-	-
Air Delivery Upgrade	+2	+1	N/A	-	-	-	-	-	-	+ Airborne Deployment Rig, + Jetpack	-	-
Weapons in this entry are from the Weapons and Armor Chapter (Chapter 10), not the Vehicle Weapons seen in Chapter 13, except the LVBs												



THE TOMB

“This place is a tomb,” Armsman Geneve Sudatra spoke, her feminine tone low and filled with static over the radio. Vesier Ardant panned his SMG, his APE suit following the movement of his arms and scanning the weapon and its light left and right across the entryway. It was impossibly dark, and even the spec-vis on his armored suit’s camera had trouble without his weapon’s light.

There was almost a green fog to the ancient city’s entry, the ground choked with fabric and shapes that no longer moved. He panned the APE’s arms downwards, shining his light to see bodies by the thousands, desiccated and left where they lay.

“This is a Kogland city…it was large, back in the day,” he spoke into the speaker at his chin, the green glow of his APE’s camera reflecting his features in a ghoulish pale. “Five mil’, at least.”

“Not anymore,” Sudatra whispered, her mic barely picking up the sound. The plodding footfalls of the suits and the crunching of bodies beneath them echoed on the long entry street.

“See how dry they are? The stories were true… Agent Twelve. Very deadly nerve gas.” Ardant shined his light on the bodies. Many of the limbs were twisted, seemingly distorted in the light. It was a sure sign of death spasms… even after over a hundred years.

“It must have been delivered by the canisters we saw at the entrance.” Ardant’s light panned further afield, showing a vaulted door in the distance.

“If deployed at all the entrances, it would be… highly effective. Especially so deep underground.”

“You still picking up that signal?” Ardant’s eyes darted to the lower corner of his viewscreen. The signal was weaker, but it was there. An old Kogland military beacon, using a code he had never seen before. It was ancient, much like this tomb-city.

“Yeah.” He could hear clicking from Sudatra’s cockpit over her comms, and already knew she was toggling her electronics suite via the control yokes mounted in her suit’s pilot arms. A creak sounded through the dead city, and the vault door they were approaching shifted with a groan of tortured steel. It rotated slowly, falling halfway to the side with a hiss of escaping air, then stopped.

“Just enough power left, I guess.” He was first to the door, sliding his light through the gap to peer inside with his suit’s single camera. It was just wide enough to fit, and he slid in with a scrape.

“Heads up, Geneve. That means some of the defenses may still be online.” Sudatra followed behind him as his lenses adjusted, seeing a large, open city. His light couldn’t reach the top of the dome, but he could see cylindrical structures of group domiciles and walkways… gantries. They were similarly choked with corpses, just like the entry, with a few sparse areas. “This place is huge—”

He was cut short by a muzzle flash, a brief burst just long enough to illuminate a quadruped machine, its single red eye piercing the darkness. Rounds pattered off his armor and he felt the impact as his suit immediately blared klaxons and showed damage to his shoulder plate. He reacted immediately, lifting his APE’s SMG and squeezing his control yoke’s trigger. The quarter-second burst send at least a dozen 12mm rounds skipping into the darkness towards the faint silhouette, and he saw sparks. He fired again, just as the target gave its position away further down the gantry.

“Contact, eleven-fifty yards!” he called out, clenching his legs within the suit to order it to crouch low as he squeezed his trigger again, sending a longer burst stitching up the side of the gantry and onto his target. He heard Geneve fire as well, and saw a secondary explosion with licks of flame. The small quadruped machine collapsed, a sleek leg twisting in its death spasms. Both Steelgate Grenadiers paused, waiting for more fire. None came. Ardant exhaled slowly, calming his nerves as he flipped a toggle on his left yoke, scanning with his sensors. His suit identified the destroyed target, showing scant records and information. His viewscreen read it as an OSG-SENTRY-01A. A type he recognized from his history lessons in the capital.

“It’s a Gen-2 NAI. Very old,” he frowned. “Keep your eyes peeled. I don’t want to be in here longer than we have to, Sudatra.”

“Hey,” he heard a faint chuckle, “It beats the surface, at least.”

EDEN VEHICLE LIST 16

EDEN VEHICLE LIST

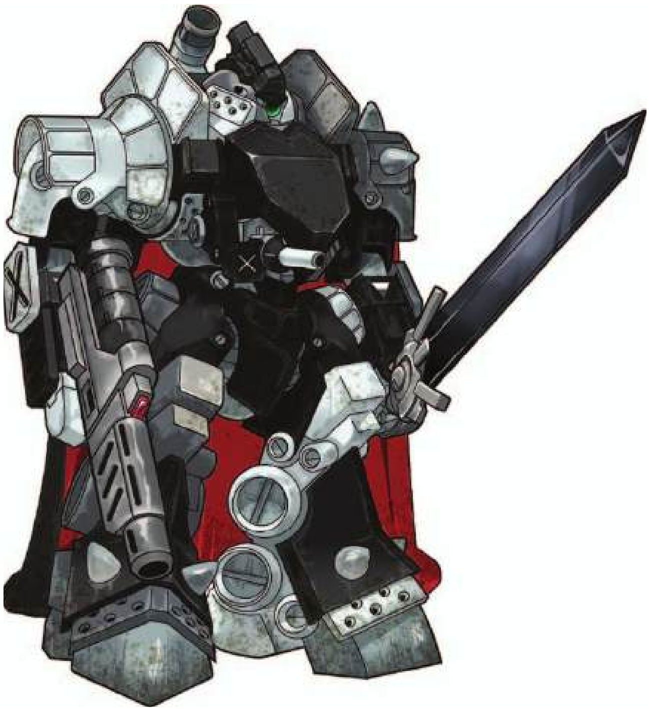
Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Constable	1
Saker	1
Man at Arms	1
War Steeds	1
Man At Arms	2
Centaur	3
Doppel	4
Griffin	4
Warlock	5
Animus	7
Serpentina	8
Gargoyle	9

EDENITE MILITARY FORCES

The Edenite forces participating in the invasion of Terra Nova are officially designated the Edenite Expeditionary Force. It is composed of various military forces from the 5 kingdoms and 12 privateer consortiums on Eden. Officially, the Seiath Kingdom is the nation that forms the backbone of this force. Seiath is very friendly to the CEF and houses a large industrial base to support its armies. Its military is also largely professional, which is rather rare amongst Edenite forces. It was for these reasons the CEF chose Seiath to lead the invasion contingent. Seiath contributed large portions of its standing army, while other factions took different approaches to selecting which forces to send. Some would send their best and brightest, while others opted for those they could most easily be rid of or actively wanted gone. Numerous independent nobles also joined the invasion in the hopes of achieving glory or claiming territory on Terra Nova.

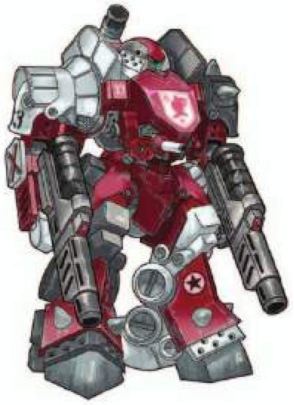
Organizationally, Edenite forces will often show little to no consistency and what organization is there only applies to the forces of a singular source. The Edenite forces have therefore largely been relegated to security detail in captured cities and urban environments. Large contingents are stationed all across the Earth Administrative Zone and other occupied territories and perform basic police and peacekeeping roles, though their performance has been adequate at best. Many CEF officers cite their lack of training or organization for failures in security, although some are quick to point out the Edenites' sense of honor as being a contributing factor. Edenite forces have been known to refuse orders to attack locations with large unarmed populations, and to also avoid damaging those areas even if it is to their detriment. Their frontline service has been even worse. Poor training and questionable doctrine has led to heavy casualties against forces they should have easily defeated.

All this has led Edenite forces to be weary of the invasion, with many units doing only the bare minimum. Their lighter touch has also made them very popular with locals compared to the other invaders, and rumors of fraternization or even cooperation are not uncommon.



Code Name:	Animus
Manufacturer:	Lionheart Heavy Industries
Unit Type:	Fire Support Golem
Height:	5.0 m / 16.4 ft
Weight:	9,370 kg / 20,657 lbs

The Animus is Eden's first steps into truly heavy golems. The project is officially supported by the CEF. The guided mortar is even a direct adaptation of CEF mortars. However, this design troubles CEF command because of features consistent with Terra Novan fire support gears, such as the loadouts and torso mounted heavy machine gun.

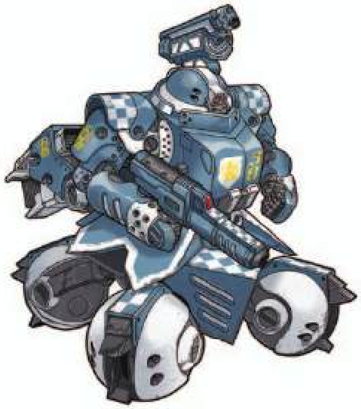


Location	Stock	Strip
Torso	4	10
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Spatha Animus	31	7	1	W:6	8	7	+0	+0	-1	HAC (Manip), HVB (Reach:1) (Manip), MGM, HMG	Gear	2"
Ger Animus	30	7	1	W:6	8	7	+0	+0	-1	HBZ (Manip), HVB (Reach:1) (Manip), MGM, HMG	Gear	2"
Xiphos Animus	29	7	1	W:6	8	7	+0	+0	-1	HFC (Manip), HVB (Reach:1) (Manip), MGM, HMG	Gear	2"
Nox Animus	32	8	1	W:6	8	7	+0	+0	-1	HAC (Link) (L&R Manips), HVB (Reach:1), MGM, HMG	Gear	2"
Dominus Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-
Hands, Quick Response System, Brawler:1, Jetpack, Ram Plate												

Code Name:	Centaur
Manufacturer:	Lionheart Heavy Industries
Unit Type:	Cavalry Golem
Height:	4.3 m / 14.1 ft
Weight:	7,230 kg / 15,939 lbs

The Centaur's hover system makes it ideal for traversing Eden's vast oceans. It excels as a high-speed cavalry machine, which the noble houses are very enthusiastic about. Nobles periodically hold jousting tournaments to entertain the masses. This golem is featured in almost every event because they are relatively inexpensive compared to other designs.

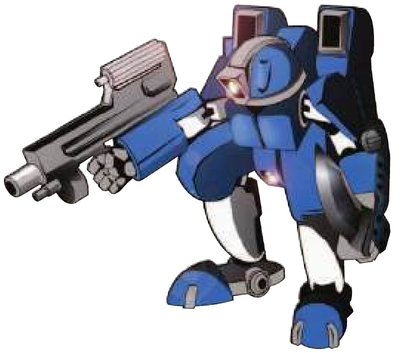


Location	Stock	Strip
Torso	6	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Spatha Centaur	16	3	1	H:8	6	6	+0	+0	-1	MAC (Manip), LVB (Reach:1) (Manip), LGL (Shoulder)	Gear	1.5"
Xiphos Centaur	16	3	1	H:8	6	6	+0	+0	-1	MFC (Manip), LVB (Reach:1) (Manip), LGL (Shoulder)	Gear	1.5"
Lucius Centaur	16	3	1	H:8	6	6	+0	+0	-1	MRF (Manip), LVB (Reach:1) (Manip), LGL (Shoulder)	Gear	1.5"
Ger Centaur	16	4	1	H:8	6	6	+0	+0	-1	MBZ (Manip), LVB (Reach:1) (Manip), LGL (Shoulder)	Gear	1.5"
Joust Upgrade	+2	+1	-	-	-	-	-	-	-	-LVB (Reach:1) (Manip), +MLA (Manip), +Brawler:1	-	-
Dominus Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Comms	-	-
Low Tech, Hands, Brawler:1, Jetpack												

Code Name:	Constable
Manufacturer:	Various
Unit Type:	Combat Golem
Height:	3.4 m / 11.2 ft
Weight:	800 kg / 1,764 lbs

The Constable Golems were hand-crafted artisan armor up until about 70 years ago, when mass production of them resumed. Recently, Utopian and Edenite engineers shared their designs of the APE and golem suits. This resulted in the two becoming nearly identical. Despite this, Edenite artificers are quick to claim that their designs are better.

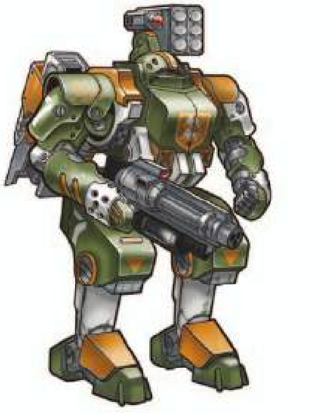


Location	Stock	Strip
Torso	5	7
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Constable	12	1	1	W:7	6	6	+0	+0	+0	LSMG/LGL (Manip), LRP (Shoulder), LVB (Manip), LFRG	Gear	1"
Ignus Constable	12	2	1	W:7	6	6	+0	+0	+0	MFL (Manip), LRP (Shoulder), LVB (Manip), LFRG, Fireproofing	Gear	1"
Grenatum Constable	14	2	1	W:7	6	6	+0	+0	+0	MGL (Manip), LRP (Shoulder), LVB (Manip), LFRG	Gear	1"
Dominus Constable	12	2	1	W:7	6	6	+0	+0	+1	LSMG/LGL (Manip), LVB (Manip), LFRG, Comms Suite	Gear	1"
Wizard Upgrade	+2	+1	-	-	-	-	-	-	+	+ ECM Suite, + ECCM Suite	-	-
Oannes Spec	+0	+0	-	-	-	-	-	-	-	- Jetpack, + Submersible, - LRP, + MPZ	-	-
Special Operations Upgrade	+2	+1	-	-	-	-	-	-	-	+ Stealth Kit, + Airborne Deployment Rig	-	-
Ubiquitous, Hands, Jetpack												

Code Name:	Doppel
Manufacturer:	Lionheart Heavy Industries
Unit Type:	Strike Golem
Height:	4.6 m / 15.1 ft
Weight:	6,520 kg / 14,374 lbs

The Doppel is intended to be the next generation of golems, and has thus far proven capable of holding this title. It still stays close to Eden's feudal heritage by being capable of performing the more honor-bound ritualistic combat that Edenites sometimes use to settle disputes. Albeit, the Doppel is usually reserved for one on one duels while other golems tend to maintain rank and file formations.

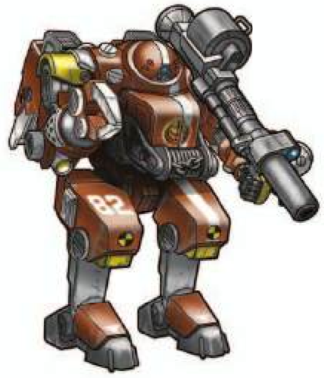


Location	Stock	Strip
Torso	7	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	2

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Grenatum Doppel	24	5	1	W:7	7	6	+1	+1	+0	LRC (Manip), MVB (Reach:1) (Manip), MGL (Shoulder)	Gear	1.5"
Saker Doppel	22	4	1	W:7	7	6	+1	+1	+0	LRC (Manip), MVB (Reach:1) (Manip), MRP (Shoulder)	Gear	1.5"
Tacticus Doppel	24	4	1	W:7	7	6	+1	+1	+0	LRC (Manip), MVB (Reach:1) (Manip), LATM (Shoulder)	Gear	1.5"
Halberd Upgrade	+1	+1	-	-	-	-	-	-	-	-MVB (Reach:1) (Manip), +HVB (Reach:2) (Manip), +Brawler:1	-	-
Hydor Upgrade	-1	+1	-	-	-	-	-	-	-	- Jetpack, + Submersible	-	-
Dominus Upgrade	+2	+1	-	-	-	-	-	-	+1	+ Comms Suite, + ECCM Suite	-	-
Hands, Airborne Deployment Rig, Brawler:1, Shield, Jetpack												

Code Name:	Druid
Manufacturer:	Excalibur Inc.
Unit Type:	Engineering Golem
Height:	4.3 m / 14.1 ft
Weight:	6,005 kg / 13,239 lbs

The Druid started as a submersible golem used for mining methane hydrate in Eden's vast oceans. It has since received many upgrades, and only loosely resembles its origins. As one of the few combat engineering assets that the invaders have direct access to, the CEF has heavily supported its mass production.



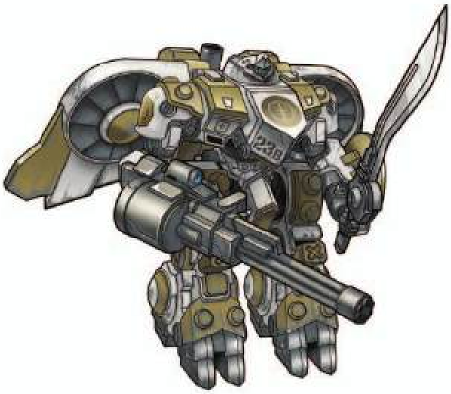
Location	Stock	Strip
Torso	5	9
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Druid	16	2	1	W:6	6	6	+0	+1	-1	HP (Manip), MCW (Manip), LSE, LCW (Fire:2) (Manip)	Gear	1.5"
Ger Druid	16	4	1	W:6	6	6	+0	+1	-1	MBZ (Manip), MCW (Manip), LSE, LCW (Fire:2) (Manip)	Gear	1.5"
Fire Druid	14	5	1	W:6	6	6	+0	+1	-1	MFL (Manip), MCW (Manip), LSE, LCW (Fire:2) (Manip)	Gear	1.5"
Yeoman Druid	14	1	1	W:6	6	6	+0	+1	-1	LRP (Manip), MCW (Manip), LSE, LCW (Fire:2) (Manip)	Gear	1.5"
Hydor Upgrade	-1	+0	-	-	-		-	-	-	- Jetpack, + Submersible	-	-

Hands, Repair Array, Jetpack, Brawler:1, Low Tech

Code Name:	Gargoyle
Manufacturer:	Quedd Merchants
Unit Type:	Heavy Assault Golem
Height:	7.8 m / 25.6 ft
Weight:	27,545 kg / 60,725 lb

Gargoyles are not actually considered golems. They are often viewed as a class of their own and more analogous to Terra Novan striders. The Quedd Merchants took criticisms about their Griffins not being intimidating enough very seriously. The result is something that proper nobles scoff at, while they also secretly consider how to purchase some without their friends and families knowing.



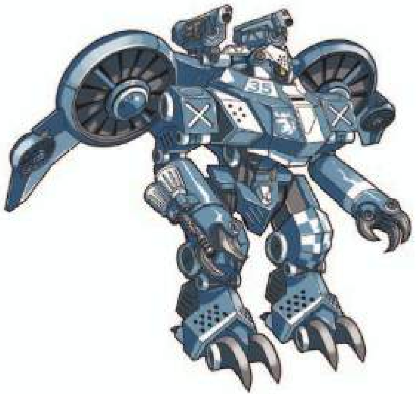
Location	Stock	Strip
Torso	7	12
R Manip	0	4
L Manip	0	4
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Lyddite Gargoyle	43	9	1	W/H:8	9	9	+0	-1	-1	HRC (Flak, Apex) (Manip), HVB (Apex, Reach:1) (Manip). HFM	Gear, VTOL	2"
Melinite Gargoyle	45	9	1	W/H:8	9	9	+0	-1	-1	MFG (Manip), HVB (Apex, Reach:1) (Manip). HFM	Gear, VTOL	2"
Lucius Gargoyle	45	9	1	W/H:8	9	9	+0	-1	-1	MTG (Manip), HVB (Apex, Reach:1) (Manip). HFM	Gear, VTOL	2"
Saker Upgrade	+0	+0	-	-	-		-	-	-	- HFM, + HGM	-	-

Hands, Airborne Deployment Rig, Buckler, Brawler: 1, High Maintenance, MRP (Link, Flak), Intimidating

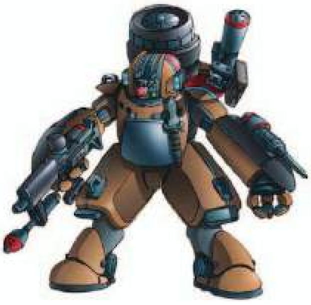
Code Name:	Griffin
Manufacturer:	Quedd Merchants
Unit Type:	Aerial Strike Golem
Height:	4.6 m / 15.1 ft
Weight:	7,500 kg / 16,535 lbs

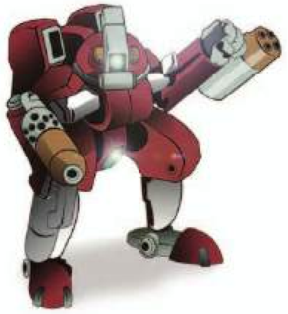
Developed with Eden's privateer consortiums in mind, the Quedd Merchants designed the Griffins with ship to ship actions in mind. They can be launched from a significant distance compared to other golems that rely on jetpacks. Their imposing disposition and unorthodox melee weapons are rather distasteful in the eyes of most nobles.



Location	Stock	Strip
Torso	7	10
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

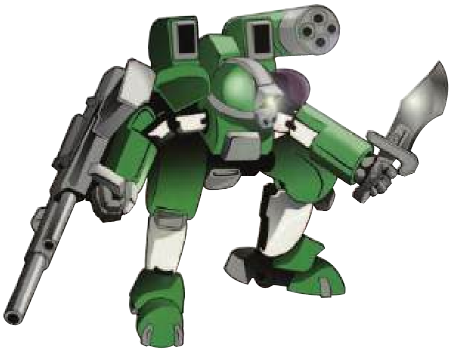
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Spatha Griffin	24	4	1	W/H:10	7	6	+0	+1	-1	MAAC (Forearm) (Manip), LGL (Link)	Gear, VTOL	1.5"
Griffin Wizard	29	5	1	W/H:10	7	6	+0	+1	+1	MAAC (Forearm) (Manip), Recon Sensors, Satellite Uplink, ECCM Suite, ECM Suite	Gear, VTOL	1.5"
Early Warning System, Airborne Deployment Rig, Brawler:1, High Maintenance, Forearm Hardpoints, 2x MCL (Manip, - Forearm)												





Code Name:	Man at Arms
Manufacturer:	Various
Unit Type:	Assault Golem
Height:	3.9 m / 12.8 ft
Weight:	2,100 kg / 4,630 lbs

An upgrade to the original golem, the Man At Arms is a newer addition for Eden that came from Utopia. Similar to the Constable, the Man at Arms Golem adds additional firepower and armor for use against heavy targets. While its running speed is pretty average for a machine of this size, its jetpack enables it to jet around at high speed or even leap over obstacles rather easily.

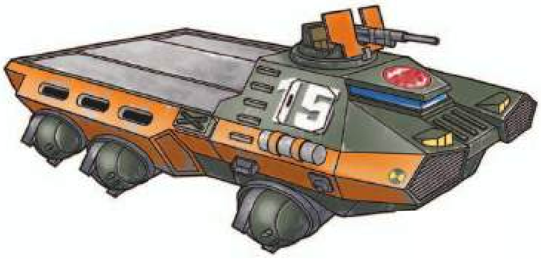


Location	Stock	Strip
Torso	5	8
R Manip	0	2
L Manip	0	2
R Shoulder	0	2
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Man at Arms	16	3	1	W:6	7	7	+0	+0	-1	MRF/LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Spatha Arms	16	2	1	W:6	7	7	+0	+0	-1	MSMG/LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Grenatum Arms	16	2	1	W:6	7	7	+0	+0	-1	LGL (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Ignus Arms	16	5	1	W:6	7	7	+0	+0	-1	MFL (Manip), LVB (Manip), MRP (Shoulder), LFRG, Fireproofing	Gear	1"
Ger Arms	16	3	1	W:6	7	7	+0	+0	-1	MBZ (Manip), LVB (Manip), MRP (Shoulder), LFRG	Gear	1"
Special Operations Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig, + Stealth Kit	-	-
Hands, Jetpack, Low Tech, Low Maintenance												

Code Name:	Saker
Manufacturer:	Various
Unit Type:	Hover Vehicle
Height:	2.3 m / 7.6 ft
Weight:	10,090 kg / 22,245 lbs

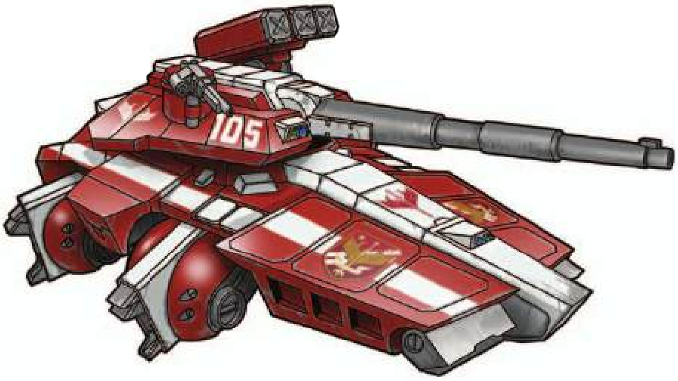
With much of the planet covered by water, the evolution of the Saker was almost inevitable. It is a cheap and effective asset that can transition between maritime and land operation in the blink of an eye. All of the kingdoms use them for littoral patrols, while some of the more unscrupulous privateers use them for raids.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Saker	14	3	2	H:8	6	6	+0	+0	-1	MMG (T), LAR (T), Early Warning System, Airborne Deployment Rig, Extended Fuel Tanks	Veh	1.5"
Squire	12	1	2	H:8	6	6	+0	+0	-1	MMG (T), Supply Storage, Early Warning System, Airborne Deployment Rig, Extended Fuel Tanks	Veh	1.5"
Anakite	11	1	2	H:8	6	6	+0	+0	-1	MMG (T), Transport: 10 Infantry, Early Warning System, Airborne Deployment Rig, Extended Fuel Tanks	Veh	1.5"
Dominus Upgrade	+2	+1	-	-	-	-	-	-	+0	+ Comms Suite	-	-

Code Name:	Serpentina
Manufacturer:	Victory Enterprises
Unit Type:	Medium Hover Tank
Height:	3.6 m / 11.8 ft
Weight:	46,880 kg / 103,353 lbs

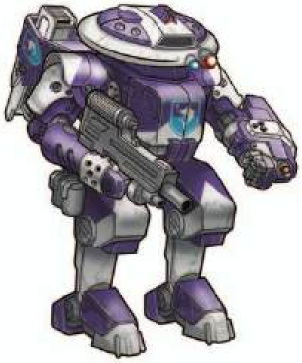
CEF command considers Serpentina Hovertanks lesser versions of their own hovertanks. However, resistance cells performing hit and run strikes against the CEF have been using them to increasing effect as time goes on. Where the resistance has been obtaining them has not yet been discovered, but it's only a matter of time before a Serpentina faces off with a 68 or 72 for the first time.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Serpentina	50	8	2	H:7	10	8	+0	-1	-1	HMG (T, Auto), MTG (T), MATM (T), Airborne Deployment Rig, Jump Jets	Veh	2"
Melinite Serpentina	48	8	2	H:7	10	8	+0	-1	-1	HMG (T, Auto), MAG (T), MATM (T), Airborne Deployment Rig, Jump Jets	Veh	2"
Lyddite Upgrade	-2	+0	-	-	-	-	-	-	-	-MATM (T), + LAM (T)	-	-
Dominus Upgrade	+1	+1	-	-	-	-	-	-	+0	+ Comms Suite, + ECCM Suite	-	-

Code Name:	Warlock
Manufacturer:	Excalibur Inc.
Unit Type:	Electronic Warfare Golem
Height:	4.3 m / 14.1 ft
Weight:	5,760 kg / 12,699 lbs

The Warlock is a very recent design and the pride of Excalibur Inc. Indeed, no other golem provides the electronic warfare options that the Warlock provides. The Adept is a jamming specialist, while the Void is made for counter E-war, and the Seer is used for target acquisition. The CEF has even considered purchasing them to be used as a more “expendable” E-war option.



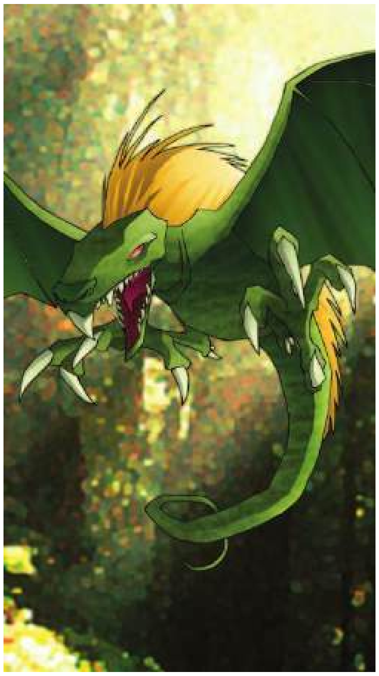
Location	Stock	Strip
Torso	2	11
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

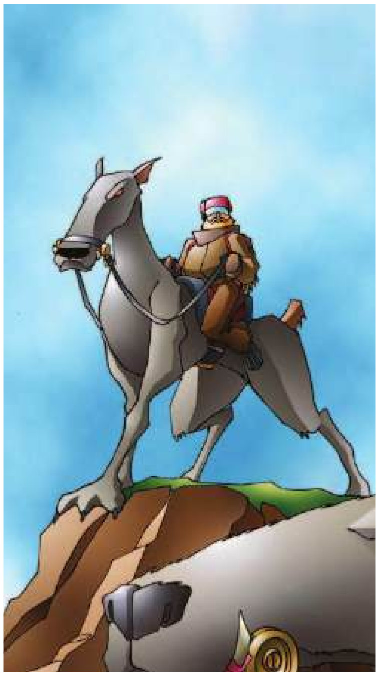
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Warlock Adept	16	6	1	W:6	6	6	+0	+1	+1	LSMG/LAPGL (Manip), LCW (Reach:1, Haywire) (Manip), LFRG, Advanced ECM, Recon Sensors	Gear	1.5"
Warlock Void	15	6	1	W:6	6	6	+0	+1	+1	LSMG/LAPGL (Manip), LCW (Reach:1, Haywire) (Manip), LFRG, ECM Suite, ECCM Suite, Elite Sensors	Gear	1.5"
Warlock Seer	15	5	1	W:6	6	6	+0	+1	+1	LRF (Manip), LCW (Reach:1, Haywire) (Manip), Elite Sensors, Target Designator	Gear	1.5"
Ger Warlock	15	5	1	W:6	6	6	+0	+1	+1	LFC (Manip), LCW (Reach:1, Haywire) (Manip), Elite Sensors, Target Designator	Gear	1.5"
Hydor Upgrade	-1	+0	-	-	-	-	-	-	-	- Jetpack, + Amphibious Sealing, + Submersible	-	-
Hands, Airborne Deployment Rig, Jetpack, Comms Suite												

Code Name:	War Steeds
Manufacturer:	Various
Unit Type:	Mounts
Height:	Varies
Weight:	Varies

The huni are bioengineered amphibious therapsids developed by the scientists of Eden. The riders are often equipped with advanced amphibious packs that can provide them with up to 32 hours of oxygen while underwater. Huni are often used as mounts for cavalry and recon units on Terra Nova.

Agni were initially bio-engineered to be much smaller and mostly tame. But like much of the flora and fauna on Eden, as time progressed without controlled genetic management, these animals evolved into something new. Now, people called the Gleanei frequently travel to the floating islands to catch agni, train them, and even sell them on the open market. They make good money doing so, but it’s very dangerous work. The flying, fire breathing, dragons are something of a curiosity on Terra Nova and many question their tactical use.





Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Agni	8	W/H: 7	5	0	6	8	+0	+1	+0	Sharp Teeth (Medium Sword), MFL, Agile, Brawler:1, Wings	Fauna VTOL	1.5"
Huni	4	W:8	2	0	4	6	+0	+1	+0	Kick (Medium Combat Weapon)	Fauna	1”
The Huni is PL 1 and the Agni is PL 5												

These options are living war mounts instead of combat vehicles, and follow the rules for domestic creatures in **Chapter 13**. They can be ridden by up to two riders, each with one hand free. These creatures need to eat and drink like humans and other creatures but count as vehicles for vehicle acquisition and archetype rules. Characters can use their own personal weapons while riding these mounts in addition to the mount weapons.

Weird but Tasty
well tasty

WEIRD BUT TASTY

“What is it, do thineh think?” The Edenite Baron looked up from his food dish at the Utopian commander who shared his booth. They shared an uneasy glance, the Utopian creaking in her envirosuit as the tried to turn towards where the kitchen of the restaurant could be heard.

“Of course they would try to poison us,” the dour woman spoke, turning back to her meal and brushing a stray blonde strand back behind her ear.

“Nay, mineh freund,” the Edenite spoke in his lyrical language, still adjusting to the Utopian’s Anglic. He held out a placating gauntlet. “We mustn’t offend our ger’esten.”

“What in the burned world is a ger’esten?” the woman asked, her pert nose wrinkling as her attention turned back to her own bowl. She saw something moving within, a small cephalopod not quite cooked or dead enough for her tastes.

“Thineh knew...” He struggled with words, gesturing to the waiter who passed.

“Oh. Guests. Baron, you have to learn the basics if you want to have any meaningful conversation with me.” The Utopian couldn’t take her eyes off the slithering dish. “Not that this is meaningful.”

“Is always full of meaning when thineh dines with thes!” He gestured to himself, then to her. “Building bridges, as Earthers speak.”

“Bridges are easily burned with the right munitions, and this dish... is an incendiary warhead.” She paused, her head still angled downwards as her eyes lifted to the Baron’s. “What is it you ordered?”

“Ceph-... Ceren...” He struggled with a word for a moment, flourishing elaborately with a hand. The Utopian folded her arms across her armor, her stare hardening.

“Cephalopod. The Cephalopod soup special? That one?”

“Thineh correct, m’lady.” He bowed his head with a friendly smile, earning a groan from his compatriot. She grabbed the chopsticks reluctantly and poked around the bowl. Utopian determination set in as she hunted the offending cephalopod in the broth, spearing it and hoisting her prey out of its Springer-broth bath. It squirmed in pain at the end of her chopsticks. Baron Revenstad grimaced, thin brows furrowing.

“Utopians. So violent. Why, Commander Harlin?” The Baron plucked his own matching monster from its lake, gently taking it between the tips of his utensils and eyeing it curiously.

“Pragmatism,” she grunted. “We see the truth in all things. This visit is pointless.”

“Locals see this.” The Baron plopped the wriggling delight past his lips, chewing for a moment. He paused, dabbed his beard with a napkin, and resumed chewing. “Ish not bade,” he slurred from a full mouth, covering his lips with a napkin to remain polite. He swallowed and gave a shrug.

“So what if they see it. These Terra Novans will bend, or they will break.” Harlin shoved the dying creature into her mouth, chewing quickly then swallowing. Despite her protests, her actions showed her giving in to the Baron’s point.

“Wet sticks bend easier.” The Baron set at his soup with his chopsticks again. “The locals, they see we are like them. Also,” he paused for a moment. “This is theren’ only shop still standing selling food in th’castle.”

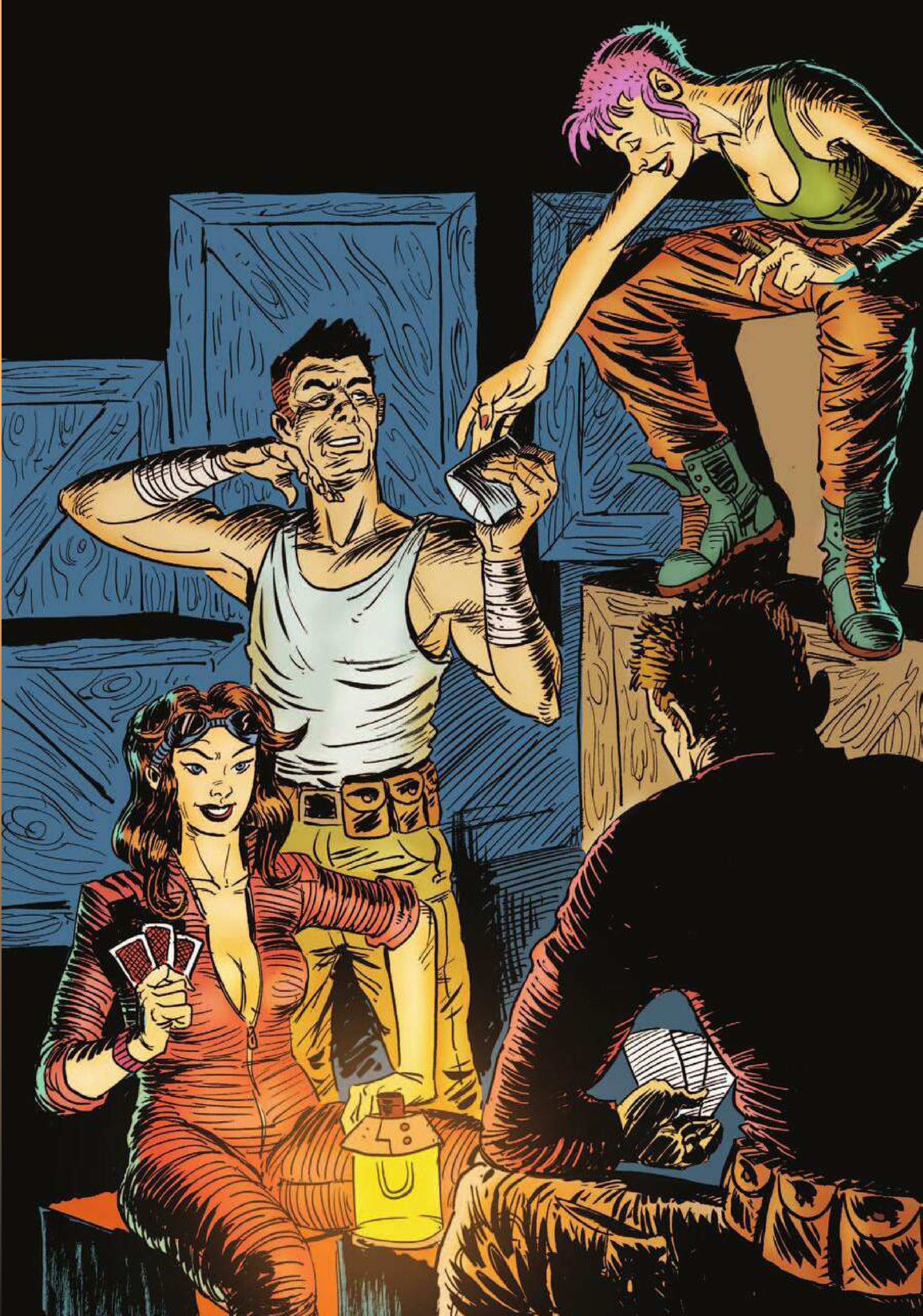
“We both know you mean town.” The Utopian woman couldn’t help forming a slight smile at his words. “Clever, though. What is this place called again?”

“Weird but Tasty.” The Baron gestured around him with a flourish, “S’posed best restaurant. Most popular chain on planet.”

“We must conquer these people, Revenstad.” The Utopian leaned forward, fire in her eyes. “We must put an end to them and their food torture.”

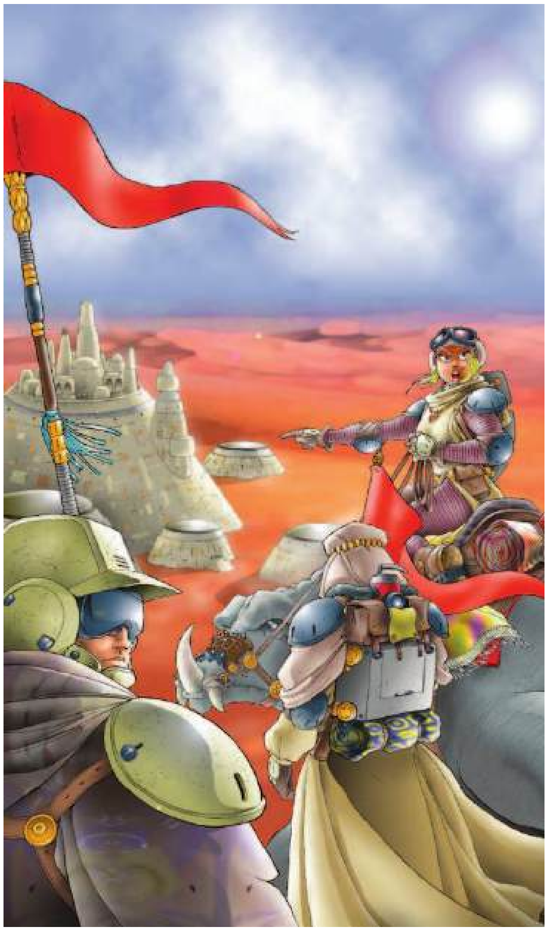
Weird
but
Tasty

UNIVERSAL VEHICLE LIST 16



UNIVERSAL VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
ATVs*	1
Baxter	1
Bricklayer	1
Camel Truck*	1
Celt	1
Chargeur	1
IFVs	1
Light Vehicles*	1
Stonemason	1
Valence	1
Engineering Cobra	3
Gear Transport	3
Badlands Python	4
Drones*	4
Engineering Grizzly	4
Sapeur	4
Field Gun*	5
Stinger	5
Dragonfly	6
Varis	6
Vehicles marked with a * are available to Invader characters	

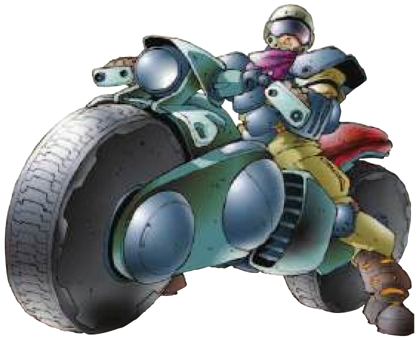


LEAGUELESS MILITARY FORCES

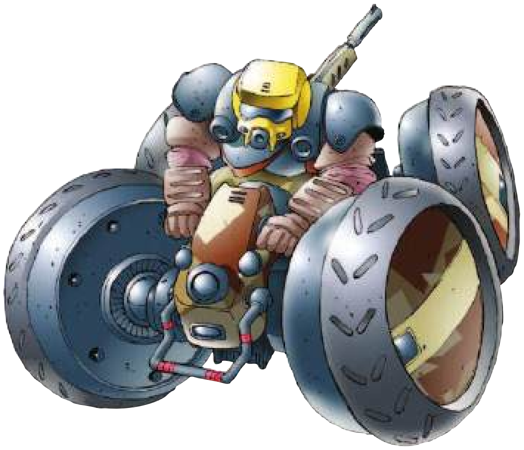
Terra Nova has a long history of military equipment being exported abroad. In addition, the many wars the planet has seen have ensured a veritable bounty of salvage and ex-military equipment has found its way into civilian hands. These can range from simple technicals and light vehicles to the infamous Badlands Python that the AST practically gave away. The result is that a large selection of machines produced by one or more powers end up being available to others. The noted exception is the CEF and its auxiliary forces, who often eschew these vehicles in favor of their own versions.

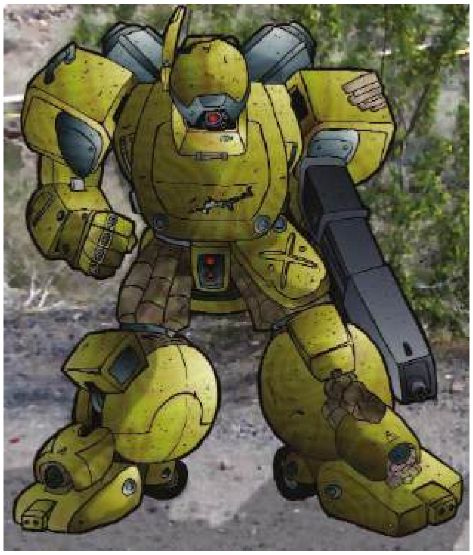
Those who are not affiliated with any league are called the leagueless. This term encompasses anything from a small town to a nomadic gang. The only unifying aspect of the leagueless is how they tend to value their independence and freedoms over those who live in a major league. Their military forces can range from a salvaged gear that's over 200 cycles old to modern tech provided by a patron power. Their organization is as varied as their equipment, with some being little more than armed rabble and others being professional military forces.

Code Name:	ATVs
Manufacturer:	Various
Unit Type:	ATVs
Height:	Various
Weight:	Various
ATVs are commonly used on Terra Nova by various militaries. The CNCS Wallaby ATV is a 4 wheeled recon and spotter platform. The AST uses Jackrabbit motorcycles and Peace River has the most exotic in the form of their signature Spitz Monowheel.	

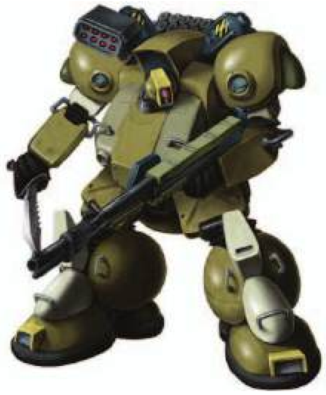


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Wallaby ATV	8	1	1	G:10	3	3	+0	+1	-1	MMG, LGL, Early Warning System, Rugged Terrain Refit, Exposed Pilot	Veh	0.5"
Jackrabbit Motorcycle	8	2	1	G:11	3	3	+0	+1	-1	MMG, LGL, Early Warning System, Exposed Pilot	Veh	0.5"
Jackrabbit Recon	8	4	1	G:11	3	3	+0	+1	-1	MMG, LGL, Early Warning System, Target Designator, Comms Suite, Exposed Pilot	Veh	0.5"
Spitz Monowheel	8	3	1	G:11	4	3	+0	+0	+0	MMG, LGL, Early Warning System, Exposed Pilot	Veh	0.5"





Code Name:	Badlands Python
Manufacturer:	Mandeers Heavy Industries
Unit Type:	Fire Support Gear
Height:	4.8 m / 15.8 ft
Weight:	8,345 kg / 18,398 lbs
The Python is the biggest black market export of the South. Many seem to have simply gone missing after they were to be replaced by Cobras. The Python is still one of the more powerful gears available, and is frequently used by rover bands for raids against supply caravans trying to make it through the treacherous wastelands.	

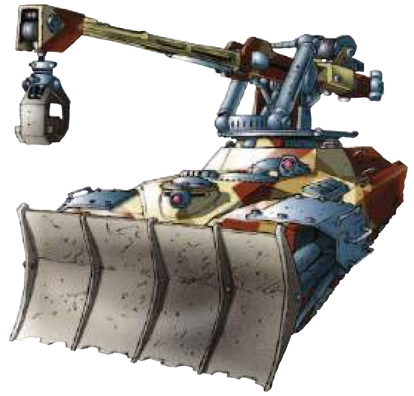


Location	Stock	Strip
Torso	4	7
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Badlands Python	25	4	1	W/G:6	8	6	+0	+0	-1	HAC (Manip), LVB (Manip), MRP (Shoulder), MFM	Gear	2"
Low Tech, Hands, Quick Response System, Low Maintenance, Widespread												

Code Name:	Baxter
Manufacturer:	Norlight Industries
Unit Type:	Engineering Vehicle
Height:	2.87 m / 9.5 ft
Weight:	26,085 kg / 57,508 lbs

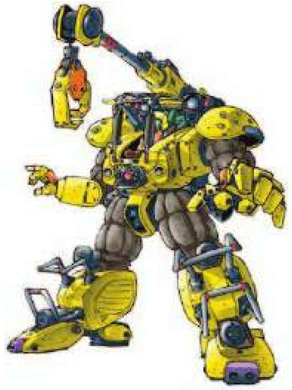
The Baxter is the primary recovery and combat engineering vehicle of the CNCS. Based on the Klemm chassis, it is rugged, reliable and cheap. Norlight Industries has increased sales on the secondary market as demand for the any recovery vehicles has increased. Optional packages with defensive weapons are also now available.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Baxter	22	1	2	G:5	8	9	+0	-1	-1	Repair Array, Smoke Launchers, Rugged Terrain Refit, Ubiquitous	Veh	1"
Machinegun Option	+2	+1	-	-	-	-	-	-	-	+ HMG	-	-

Code Name:	Bricklayer
Manufacturer:	Northco
Unit Type:	Engineering Gear
Height:	4.7 m / 15.4 ft
Weight:	6,246 kg / 13,770 lbs

The Bricklayer Engineering Gear is based off the popular Hunter chassis. It has a roll bar canopy and no head assembly. The pilot sits slightly higher than in the Hunter, and is protected only by a sturdy steel roll cage. When needed, Bricklayers can be used as a light trooper gear in combat engineering squads.

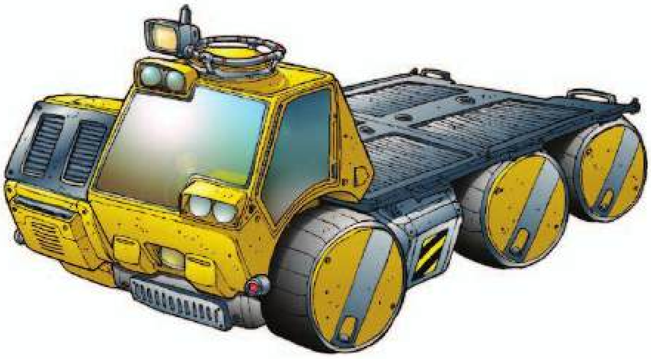


Location	Stock	Strip
Torso	4	5
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Bricklayer	10	1	1	W/G:6	5	6	-1	+0	-1	LAC (Manip), LFRG (Manip), LSE (Manip)	Gear	1.5"
Bricklayer UC	10	2	1	W/G:6	5	6	-1	+0	-1	MFC (Manip), LFRG (Manip), LSE (Manip)	Gear	1.5"
Assault Bricklayer	11	2	1	W/G:6	5	6	-1	+0	-1	MSC (Manip), LFRG (Manip), LSE (Manip)	Gear	1.5"
Hands, Ubiquitous, Repair Array, Brawler:1, Vuln: Fire, Widespread, MCW (Reach:1, Demo:4) (Torso), Exposed Pilot, Survey Kit												

Code Name:	Camel Truck
Manufacturer:	Various
Unit Type:	Truck
Height:	2.9 m / 9.5 ft
Weight:	3,276 kg / 7,222 lbs

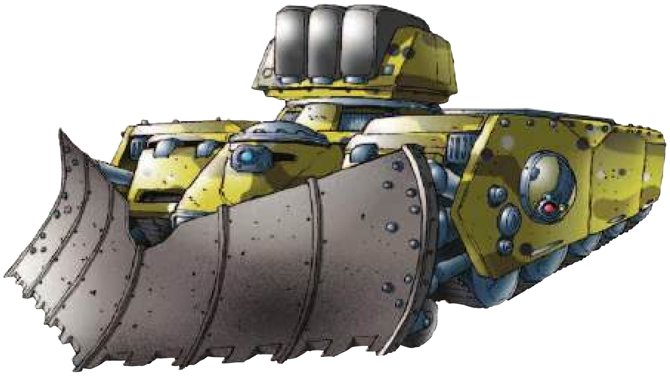
The Camel is a large and sturdy transport truck frequently used by military, paramilitary and even civilian groups. Large numbers have been sold all over the planet during its existence. They are commonly seen as caravan and supply vehicles, but are typically armed for self-defense.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Camel Truck	7	1	2	G:7	5	6	+0	+0	-1	LMG (T), Supply Storage, Transport: 10 Infantry, Ubiquitous, Spotlight, Extended Fuel Tanks	Veh	1"

Code Name:	Celt
Manufacturer:	Various
Unit Type:	Engineering Vehicle
Height:	2.85 m / 9.4 ft
Weight:	24,600 kg / 54,234

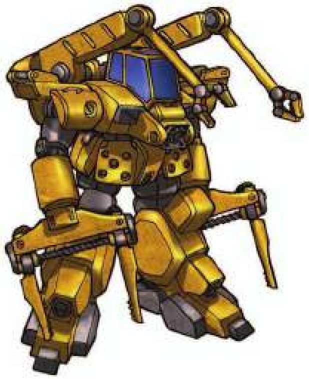
The Celt is a field support vehicle capable of recovering other vehicles as well as clearing minefields. Mine clearance is done through a combination of launched cables of plastic explosives and the massive plow at the front of the vehicle. The Celt is based on the highly successful Hun and thus easy to repair and cheap to build.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Celt	22	1	2	G:5	8	7	+0	-1	-1	Repair Array, LAPGL, HSE, Rugged Terrain Refit, Smoke Launchers, Ubiquitous, Minesweeper, Ram Plate	Veh	1"
Machinegun Option	+2	+1	-	-	-	-	-	-	-	+ HMG	-	-

Code Name:	Chargeur
Manufacturer:	Neil Motorworks
Unit Type:	Engineering Gear
Height:	4.7 m / 15.4 ft
Weight:	6,340 kg / 13,977 lbs

Sharing the same chassis as the Lancier, the Chargeur has seen active use in both a civilian and a peacekeeping capacity. In civilian operations, the gear is used primarily as a hauler/loader or used in general construction. The NuCoal Marshal Service, however, uses it on anti-rover operations.

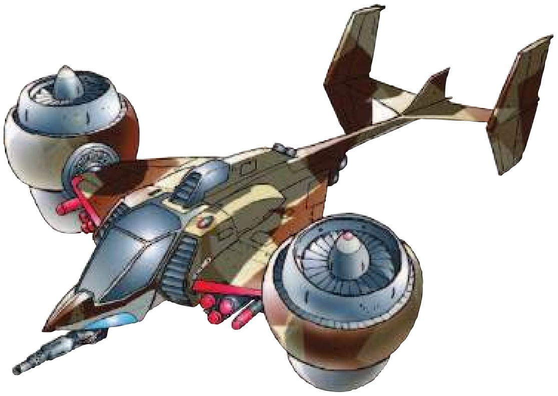


Location	Stock	Strip
Torso	4	5
R Manip	0	0
L Manip	0	0
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Chargeur	11	1	1	W/G:6	5	6	-1	+0	-1	LAC (Torso)	Gear	1.5"
Hands, Brawler:1, Repair Array, Ubiquitous, Widespread, 2x LCW (Torso), 2x MCW (Brawl:1, Demo:4), Exposed Pilot												

Code Name:	Dragonfly
Manufacturer:	Paxton
Unit Type:	VTOL
Height:	4.0 m / 13.1 ft
Weight:	8,500 kg / 18,739 lbs

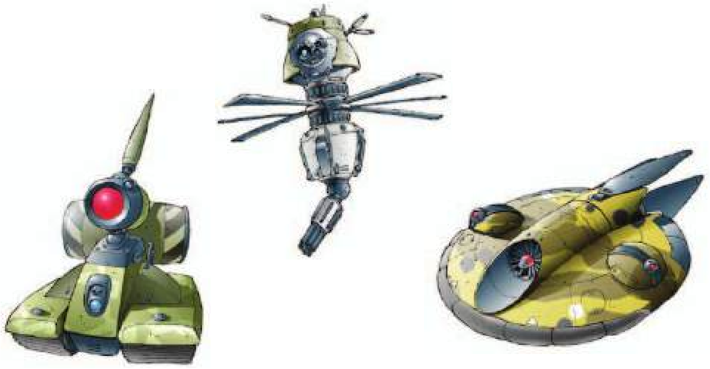
One of the most innovative military vehicles, hoppers (vectored thrust aerodynes) are as agile as helicopters, but tend to be sturdier and can achieve higher speeds. A battle tested, reliable model, the Dragonfly is both fast and maneuverable, characteristics that make it perfect for anti-gear operations.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Dragonfly VTOL	28	6	2	H:12	6	8	+0	+1	-1	LLC (Flak), LAAM (Link), Early Warning System, Target Designator, Quick Response System	Veh, VTOL	2"
LATM Upgrade	+4	+1	-	-	-	-	-	-	-	- LAAM (Link), + LATM (Link)	-	-
ECM Upgrade	+4	+1	-	-	-	-	-	-	+0	+ ECM Suite	-	-

Code Name:	Drones
Manufacturer:	Various
Unit Type:	Drone
Height:	Various
Weight:	Various

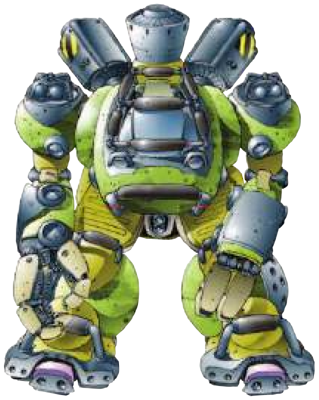
Military grade drones see regular use by militaries. These drones can serve recon, hunter-killer, demolition, surveyor and other complex missions. Drones are almost always expendable, although militaries are often strict about who they hand them out to.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Recon Drone	2	7	N/A	H:8	2	4	-1	-1	+0	Recon Sensors, Target Designator, Vuln: Haywire	Drone:3	0.5"
Hunter Killer Drone	2	9	N/A	H:6	2	4	+1	+0	-1	MMG (Flak), Jump Jets, Anti-Missile System, Vuln: Haywire	Drone:4	0.5"
Sniper Drone	2	9	N/A	H:6	2	4	+1	+0	-1	LRF, Jump Jets, Anti-Missile System, Vuln: Haywire	Drone:4	0.5"
Demo Drone	2	7	N/A	G:5	2	4	-1	-1	-1	LBM (AP:2, Demo:4), Rugged Terrain Refit, Vuln: Haywire, Kamikaze	Drone:3	0.5"
Suppression Drone	2	2	N/A	H:6	2	4	-1	-1	-1	LMG, Vuln: Haywire	Drone:1	0.5"
Tankbuster Drone	2	5	N/A	G:5	2	4	+0	-1	-1	MPZ, Vuln: Haywire	Drone:2	0.5"
Surveillance Drone	1	6	N/A	H:5	1	2	-1	+0	+0	Recon Sensors. Satellite Uplink, Stealth Kit	Drone:1	0.5”
Minelayer Drone	2	5	N/A	G:5	2	4	-1	-1	-1	Minelaying Gear: 2, Vuln: Haywire	Drone:2	0.5"
Kamikaze Drone	2	7	N/A	H:6	2	4	-1	-1	-1	LBM (AP:2), Vuln: Haywire, Kamikaze	Drone:1	0.5"

Code Name:	Engineering Cobra
Manufacturer:	Territorial Arms
Unit Type:	Engineering Gear
Height:	5.0 m / 16.4 ft
Weight:	8,760 kg / 19,313 lbs

The Engineering Cobra has already proven its worth as a military engineering and maintenance unit. A large and powerful frame allows it to lift and bear extremely heavy loads. Pilots often use the gear to batter enemy gears in melee if they close to short range.

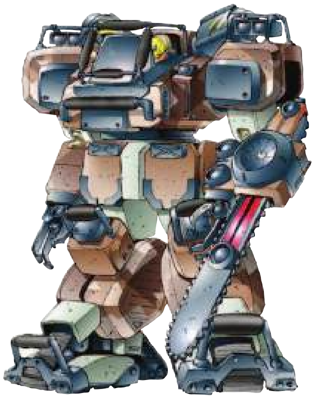


Location	Stock	Strip
Torso	4	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Engineering Cobra	17	4	1	W/G:6	7	6	-1	+0	-1	HAC (Manip), LVB (Manip), LFM, MFRG, MSE	Gear	2"
Strike Engineering Cobra	15	3	1	W/G:6	7	6	-1	+0	-1	MBZ (Manip), LVB (Manip), LFM, MFRG, MSE	Gear	2"
Airdrop Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig	-	-
Ubiquitous, Hands, Repair Array, Vuln: Fire, Exposed Pilot, Brawler:1, Widespread												

Code Name:	Engineering Grizzly
Manufacturer:	Northco
Unit Type:	Engineering Gear
Height:	5.1 m / 16.7 ft
Weight:	8,940 kg / 19,709 lbs

The Engineering Grizzly is a field engineering gear based on the basic frame and chassis of the Grizzly fire support gear. The Engineering Grizzly's tool arms are semi-modular. They can be exchanged for another pair through a relatively simple operation that only takes a few hours to perform.

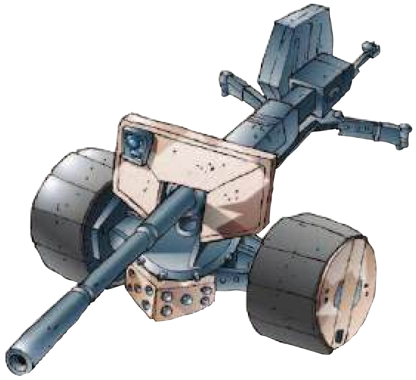


Location	Stock	Strip
Torso	4	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Engineering Grizzly	17	4	1	W/G:6	7	6	-1	+0	-1	HAC (Manip), MCBL (Manip), LFM, MFRG, MSE	Gear	2"
Destroyer Engineering Grizzly	15	4	1	W/G:6	7	6	-1	+0	-1	MBZ (Manip), MCBL (Manip), LFM, MFRG, MSE	Gear	2"
Airdrop Upgrade	+2	+1	-	-	-	-	-	-	-	+ Airborne Deployment Rig	-	-
Hands, Ubiquitous, Brawler:1, Repair Array, Vuln:Fire, Exposed Pilot, Widespread												

Code Name:	Field Gun
Manufacturer:	Various
Unit Type:	Towed Field Gun
Height:	1.5 m / 5 ft
Weight:	3,610 kg / 7,959 lbs

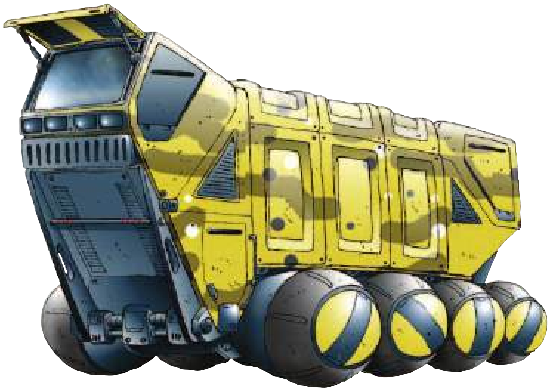
Several companies manufacture a variety of field guns, most of which follow the same standard specifications. Shown above, the 130 mm OK-12 combines excellent firepower, good range and broad availability. Almost any vehicle with sufficient engine power can tow one through a standard towing attachment.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Field Gun	10	5	4	N/A	5	4	+0	-1	-1	LFG, Towed, Ubiquitous, Lumbering, Exposed Pilot	Veh	0.5"
Field Artillery	12	5	4	N/A	5	4	+0	-1	-1	LAG, Towed, Ubiquitous, Lumbering, Exposed Pilot	Veh	0.5"

Code Name:	Gear Transport
Manufacturer:	Various
Unit Type:	Transport
Height:	9.7 m / 31.8 ft
Weight:	51,845 kg / 114,298.7 lbs

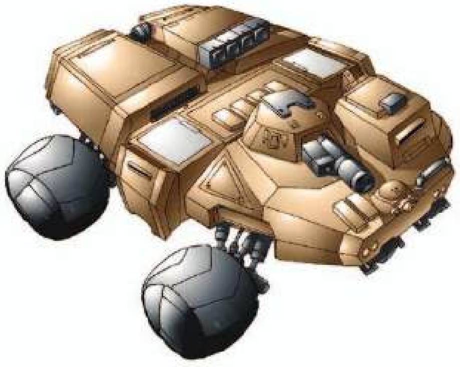
Gears are capable of long range recon as well as operating behind enemy lines. However, this does not mean that gears should be forced to move on their own across such distances. Gear transports allow squads of gears to move long distances without putting strain on the gears themselves. The transports also serve as mobile HQs for the forces operating out of them.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Behemoth	13	3	2	G:7	9	8	-1	-1	-1	MMG (T), Transport: 4 Gears, Supply Storage, Ubiquitous, Extended Fuel Tanks	Veh	3"
Barnaby Transport	14	4	2	G:8	8	8	-1	-1	-1	MMG (T), Transport: 6 Gears, Supply Storage, Ubiquitous, Rugged Terrain Refit, Extended Fuel Tanks	Veh	3"

Code Name:	Infantry Fighting Vehicles
Manufacturer:	Various
Unit Type:	IFVs
Height:	Various
Weight:	Various

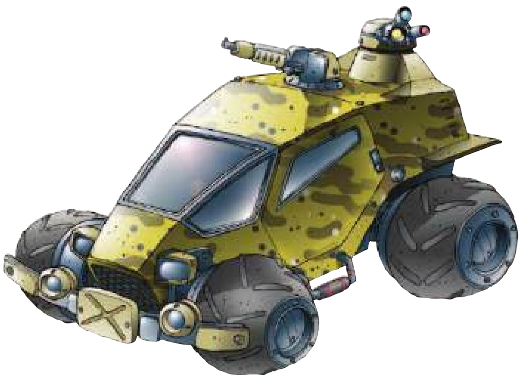
Infantry Fighting Vehicles are a type of APC designed ot ferry troops into battle. After delivering its passengers, IFVs then shift to a support role instead of withdrawing like an APC. IFVs are very common on Terra Nova with a variety of manufacturers serving the market. The Peace River Sand Spider is arguably the most common. Its mass sale was a major element of Peace River's rapid recovery.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Sand Spider	22	4	2	G:7	6	7	+0	+0	-1	LRC (T), LATM, Rugged Terrain Refit, Transport: 6 Infantry, Target Designator	Veh	1"
Stealth Sand Spider	19	3	2	G:7	6	7	+0	+0	-1	LRC (T), LATM, Rugged Terrain Refit, Stealth Kit, Transport: 6 Infantry	Veh	1"
Medical Sand Spider	17	1	2	G:9	6	7	+0	+0	-1	LRC (T) , Rugged Terrain Refit, Transport: 6 Infantry, Medical Suite	Veh	1"
Calliope Sand Spider	22	4	2	G:7	6	7	+0	+0	-1	LAR, Rugged Terrain Refit, Transport: 6 Infantry	Veh	1"
Cavalry Sand Spider	24	4	2	G:7	6	7	+0	+0	-1	LRC (T), Recon Sensors, Target Designator, Rugged Terrain Refit, Transport: 6 Infantry	Veh	1"
Command Sand Spider	24	4	2	G:7	6	7	+0	+0	+1	LRC (T), LATM, Rugged Terrain Refit, Satellite Uplink, Transport: 6 Infantry	Veh	1"
Civet	17	3	2	G:5	6	6	+0	+0	-1	LAC (T), MAVM (T), Rugged Terrain Refit, Transport: 6 Infantry	Veh	1"
Civet Sapper	18	3	2	G:5	6	7	+0	+0	-1	LAC (T), Rugged Terrain Refit, Transport: 6 Infantry, Towhook, Minelaying Gear:3	Veh	1"
Terrapin	17	3	2	G:5	6	7	+0	+0	-1	MAC (T), MAVM (T) Amphibious Sealing, Transport: 6 Infantry	Veh	1"

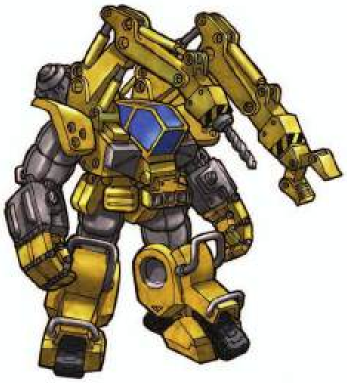
Code Name:	Light Vehicles
Manufacturer:	Various
Unit Type:	Off Road Vehicle (ORV)
Height:	Various
Weight:	Various

There are a wide range of vehicles that see use across the battlefields of Terra Nova. The Antelope and Elan are some of the more common varieties found. These vehicles are not fancy, but they do get the job done, and that's really all that counts in the infantry.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Antelope	8	2	2	G:9	4	6	+0	+0	+0	MMG (T), Target Designator, Comms Suite, Ubiquitous	Veh	0.5"
Antelope Carrier	5	2	2	G:9	4	6	+0	+0	-0	Transport: 6 Infantry, Ubiquitous	Veh	0.5"
Elan	8	2	2	G:9	4	6	+0	+0	+0	MMG (T), Target Designator, Comms Suite, Ubiquitous	Veh	0.5"
Elan Carrier	4	2	2	G:9	4	6	+0	+0	-0	Transport: 4 Infantry, Ubiquitous	Veh	0.5"
Improvised Technical	4	1	2	G:6	3	4	-1	-1	-1	LMG (T), Ubiquitous, No Sensors	Veh	0.5"

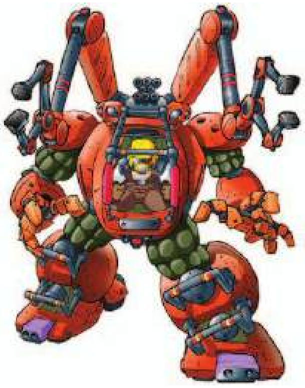
Code Name:	Sapeur
Manufacturer:	Neil Motorworks
Unit Type:	Engineering Gear
Height:	5.2 m / 17.1 ft
Weight:	9,050 kg / 19,952 lbs
Based off of the Chevalier, the Sapeur is a common sight in and around the ever-expanding townships of NuCoal. Often assigned to engineering squads, with ratio of 1 Sapeur for every 4 Chargeurs, this gear is used as an earth mover or recovery vehicle.	



Location	Stock	Strip
Torso	4	9
R Manip	0	3
L Manip	0	3
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Sapeur	21	4	1	W/G:6	7	7	-1	+0	-1	HAC (Manip), MCBL (Manip), LFM	Gear	2"
Hands, Repair Array, Buckler, Brawler:1, Ubiquitous, Widespread, 2x LCW (Torso), Exposed Pilot												

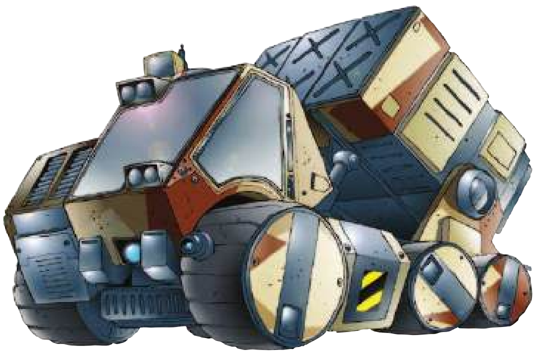
Code Name:	Stonemason
Manufacturer:	Territorial Arms
Unit Type:	Engineering Gear
Height:	4.3 m / 14.1 ft
Weight:	7,160 kg / 15,785 lbs
Although the Stonemason shares the same basic frame as the Jager, considerable modifications have been made to improve its capabilities in the engineering role. A set of tool arms on the back of the gear are equipped with a simple set of grasping claws that are often used in melee combat to great effect.	



Location	Stock	Strip
Torso	4	5
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Stonemason	10	1	1	W/G:6	5	6	-1	+0	-1	LAC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, 2x LCW (Torso)	Gear	1.5"
Stonemason Riotmaster	10	2	1	W/G:6	5	6	-1	+0	-1	MFC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, 2x LCW (Torso)	Gear	1.5"
Stonemason Rescue	10	1	1	W/G:6	5	6	-1	+0	-1	LP (Manip), Medical Lab Kit, 2x LCW (Torso)	Gear	1.5"
Stonemason Logger	12	2	-	-	-	-	-	-	-	LFL (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, 2x LCBL (Torso)	Gear	1.5"
Hands, Ubiquitous, Brawler:1, Repair Array, Vuln:Fire, Widespread, 2x LCW (Torso), Exposed Pilot												

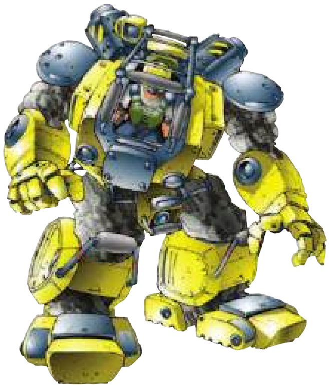
Code Name:	Stinger
Manufacturer:	Davender Industries
Unit Type:	Missile Truck
Height:	2.9 m / 9.5 ft
Weight:	5,120 kg / 11,288 lbs
The Stinger is a weaponized retrofit of the Camel truck. The six-wheeled truck's sturdy frame and heavy-duty suspension make an ideal platform for a large air burst missile launcher. Hydraulic jacks raise the boxy launcher above the cabin in to firing position, while exhaust gases are vented at the rear and sides.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Stinger	14	5	2	G:7	5	6	+0	+0	-1	LMG (T), MABM (T)	Veh	1"

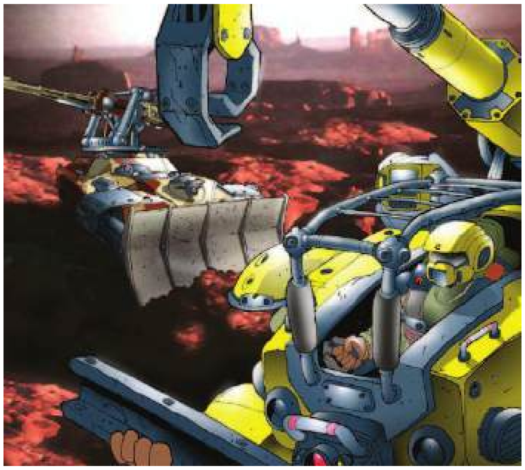
Code Name:	Valence
Manufacturer:	Paxton
Unit Type:	Engineering Gear
Height:	4.4 m / 14.4 ft
Weight:	6,235 kg / 13,746 lbs

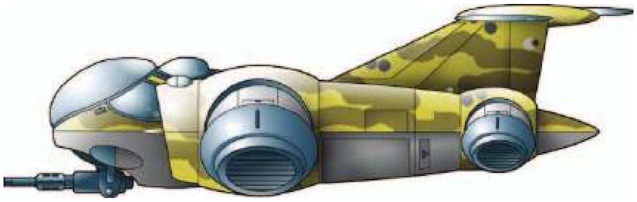
Peace River's Engineer Corps is mainly comprised of three gears. Foremost among these is the Valence. Though unremarkable as a combat vehicle, the Valence is very good at being cheap. A popular choice throughout Terra Nova, the Valence has a reputation for being one of the most comfortable rides allowing engineers to operate for longer periods of time.



Location	Stock	Strip
Torso	4	5
R Manip	0	2
L Manip	0	2
R Shoulder	0	0
L Shoulder	0	0

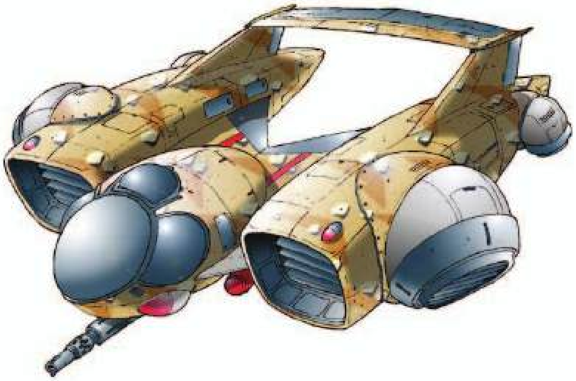
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Valence	10	1	1	W:6	5	6	-1	+0	-1	LAC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, LAPGL	Gear	1.5"
Demolisher Valence	9	2	1	W:6	5	6	-1	+0	-1	MSC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, LAPGL	Gear	1.5"
Sweeper Valence	10	2	1	W:6	5	6	-1	+0	-1	MFC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, LAPGL	Gear	1.5"
Foreman Valence	12	2	1	W:6	5	6	-1	+0	-1	LAC (Manip), MCW (Reach:1, Demo:4) (Manip), LFRG, LSE, LAPGL, Comms Suite	Gear	1.5"
Hands, Brawler:1, Repair Array, Vuln:Fire, Ubiquitous, Widespread, Exposed Pilot												





Code Name:	Varis
Manufacturer:	Tsi Heavy Industries
Unit Type:	Hopper
Height:	4.0 m / 13.1 ft
Weight:	8,200 kg / 18,078 lb

The Varis was adopted by all forces as one of their available Hoppers (vectored thrust aerodyne). Its simple but effective design was favored by many. Their employment is sometimes limited as many field commanders simply favor infantry, gears, and tanks more.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Varis VTOL	30	6	2	H:14	5	8	+0	+1	+0	LLC (Flak), LAAM (Link), Early Warning System, ECCM Suite, Target Designator, Quick Response System	Veh, VTOL	2"
LATM Upgrade	+4	+1	-	-	-	-	-	-	-	- LAAM (Link), + LATM (Link)	-	-

MERCENARIOS

Wind whipped across the arid dunes from the growing sandstorm, now only a few kilometers away and approaching fast. The Badlands wind brought the caustic sand closer to the figures that patrolled the abandoned base, their dusters and cloaks billowing in the growing wind. Velasquez could see through the haze, wiping his protective goggles and peering at the shadows that moved in the dust. They were vaguely human in silhouette, but he knew they were anything but from the strange movements and uncanny calm in their actions.

"Security's tight." Batoya's voice sounded almost mechanical through her desert rebreather, and he turned to see the Morgana GREL pull her keffiyeh closer around her bare scalp, protecting the purple skin underneath. He could tell she was nervous being open and visible like this. It was in her nature. Morganas were used to stealth, subterfuge, and assassination.

"I can't say I care for them either." Velasquez's tone remained neutral, giving her a reassuring nod. Her slate gray eyes held his gaze but a moment, as if expressing momentary thanks for his consideration towards her unease. It had been six cycles since the Morgana GREL had joined his hired guns along with the Minerva pilot. Their skills were undeniable, but it took time for them to adjust to human norms and social life. It took almost as long for the Western native to overcome his own feelings towards the super-soldiers. Over time he had even grown to like them, with Batoya having proved more than useful at his side. Especially in business like this, he thought.

"It stinks," came the low alto voice of the Minerva, Hrevanka, over his comm piece. No doubt she had picked up their conversation in her old Tiger gear as she sat watch. He had only brought a fraction of his company for the meeting, but she insisted on extra security just in case. The Minerva had taken a liking to the bipedal machines, and showed incredible aptitude… as well as a flagrant disregard for safety and speed protocols. Velasquez could hear another mutter of approval from the last of their entourage, another WFP native like him and the newest addition to their company.

The whine of turbines hummed through the air overhead as Velasquez craned his neck to see the outline of a large transport approaching through the haze of dust, using the coming storm for cover. It circled once, no doubt communicating with the inhuman guards on the outskirts of the base to make sure the site was secure before landing.

"Boss, you said the contract was through the Mekong guild, right?" Evidencio Diaz, the other Protectorate native, spoke up, watching the transport as it began its descent to the tarmac.

"Yeah. The Taipans have opened contracts to all sorts now, even Earthers sometimes." Velasquez answered, shrugging beneath his sand cloak.

"Pendejos." Batoya had adapted well to human culture along with her other GREL counterpart, taking to WFP slang quickly in his presence. She had no problem voicing her displeasure with the current circumstances in a way the Westerners would understand.

"There's no shortage of greed in the Mekong Dominion." Velasquez pretended to look relaxed, but Batoya knew him better than that after all these cycles. "Paxton broke into the mercenary market with their own services and contractors, and Mekong has had to keep up since losing their monopoly. Opening guild contracts and lowering their finders' fee is how they stay competitive when their market is so volatile. The UMF tries, but they're not in good shape. That limits our options."

"I'd rather deal with greedy Tapians than desperate UMF suits. They'll pay better to compete with Paxton and the corpos," Evidencio chirped. "That way, we get the big bucks."

"I wish. Why do you think we're here? If this goes well, we can open a whole new seller's market with this gig. We just gotta stay on our toes." Velasquez' eyes were glued on the aerodyne shuttle as it touched down meters from them, the trio's dust cloaks whipping from the wash of the engines as they powered down with a low whine. The ramp descended with a hiss of hydraulics, and the sound of heavy boots on a steel deck echoed over the howl of the wind as the passengers came into view. Utopians.

Velasquez felt his adrenaline surge as the figures descended the ramp. The officer wore flat grey armor, almost a sterile color, with a hexagonal weave over a black bodysuit. His cape flapped in the wind as he came striding confidently to the group, where Velasquez got a closer look. The body armor was sleek, made of a material he couldn't recognize, and almost appeared alien. It shifted color before the mercenary's eyes as the Utopian wave-dye technology altered to match the desert surroundings, the armor over the Utopian's black bodyglove taking on mottled tans and browns as the outer layer of his cape shifted to the same camouflage pattern. Velasquez could hear Hrevanka whistle a catcall over her comms, and for a moment the Westerner turned to see her Tiger's camera fix on the offworlder. He couldn't help but smile at the Minerva's joke. You couldn't buy that humor in Port Arthur.

As the Utopian stepped close to the mixed crew, Velasquez could see cropped, greying hair and older features. Rank insignia he couldn't recognize were fixed to the collar of his armor, a single row of steel in various colors over the breast of his armor… medals, no doubt magnetically affixed. A cape runner and braided yellow tassel bounced on his shoulder as the man strode forward. It was a blend of formal decoration over practical armor. In many ways, it encapsulated the Utopian mindset well.

A pair of cloaked figures flanked him, their leather dusters barely revealing sleek, mechanical features and compact submachineguns of an off-world design. Automatons, Velasquez thought. Unmanned soldiers. He couldn't help the shudder than ran down his spine.

"Constantino Velasquez?" The man's voice was raised to be heard over the wind, his eyes squinting against the blowing sand. The Westerner winced as he put the family name last, flying against WFP culture. These off-worlders still had a thing or two to learn on Terra Nova.

"Velasquez will do. We like to put our last names first, in Protectorate custom."

"Understood." The Utopian extended his hand in greeting. "1st Lancer Horatio Greylan." "A pleasure," Velasquez lied, taking the offered hand. "I understand you have business for me?"

"I do," Greylan motioned to one of his Automaton guards, the humanoid construct stepping forward and unslinging a small case from its pack. With movements almost too human-like, the machine opened the case to show a data tablet and stacked platinum bars. "I'm told that your company, Decisive Outcomes, specializes in deniable assets and raids…?"

"That's one way to put it," Hrevinka chirped over their comms, providing the 'peanut gallery.' He was glad the Utopian didn't have their frequency.

"We do. We've taken third party contracts through the Mekong Mercenary Guild many times. Though…" He paused, trying to make a conciliatory gesture. "…never with an off-worlder before."

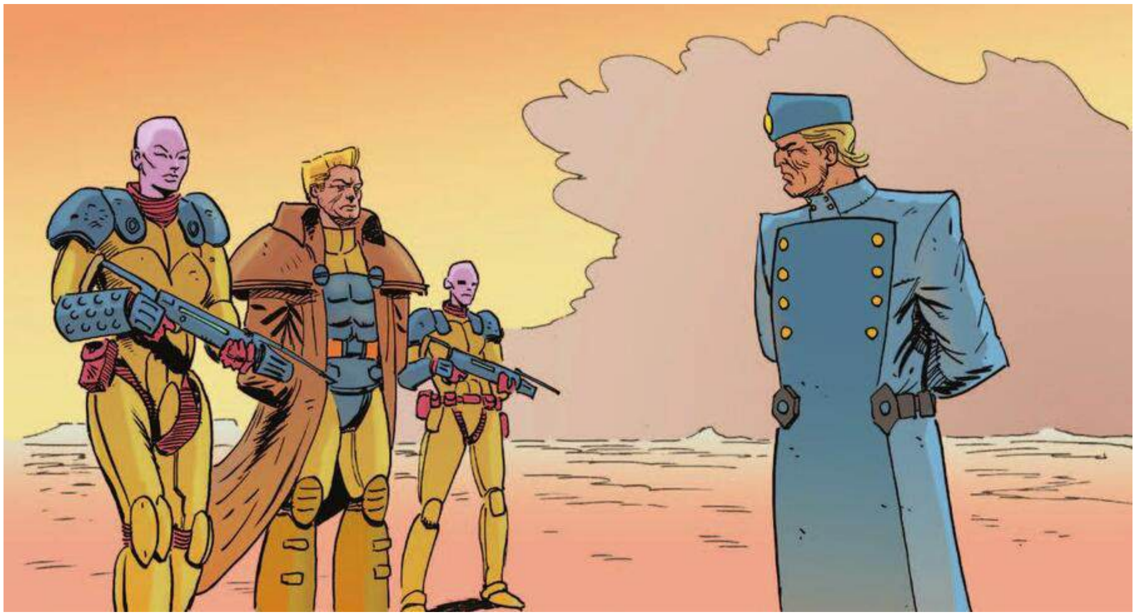
"We have the resources to pay, and pay well." The Utopian took the case from his drone security, offering it personally to the mercenary. Velasquez realized it was an attempt to show a gesture of respect, personally offering the payment rather than using a machine. It was slightly comical given the pristine armor and decorative insignia of the Utopian juxtaposed with the dirty badlands garb of Velasquez's crew. Decisive Outcomes' reputation was good, but they always looked dirty.

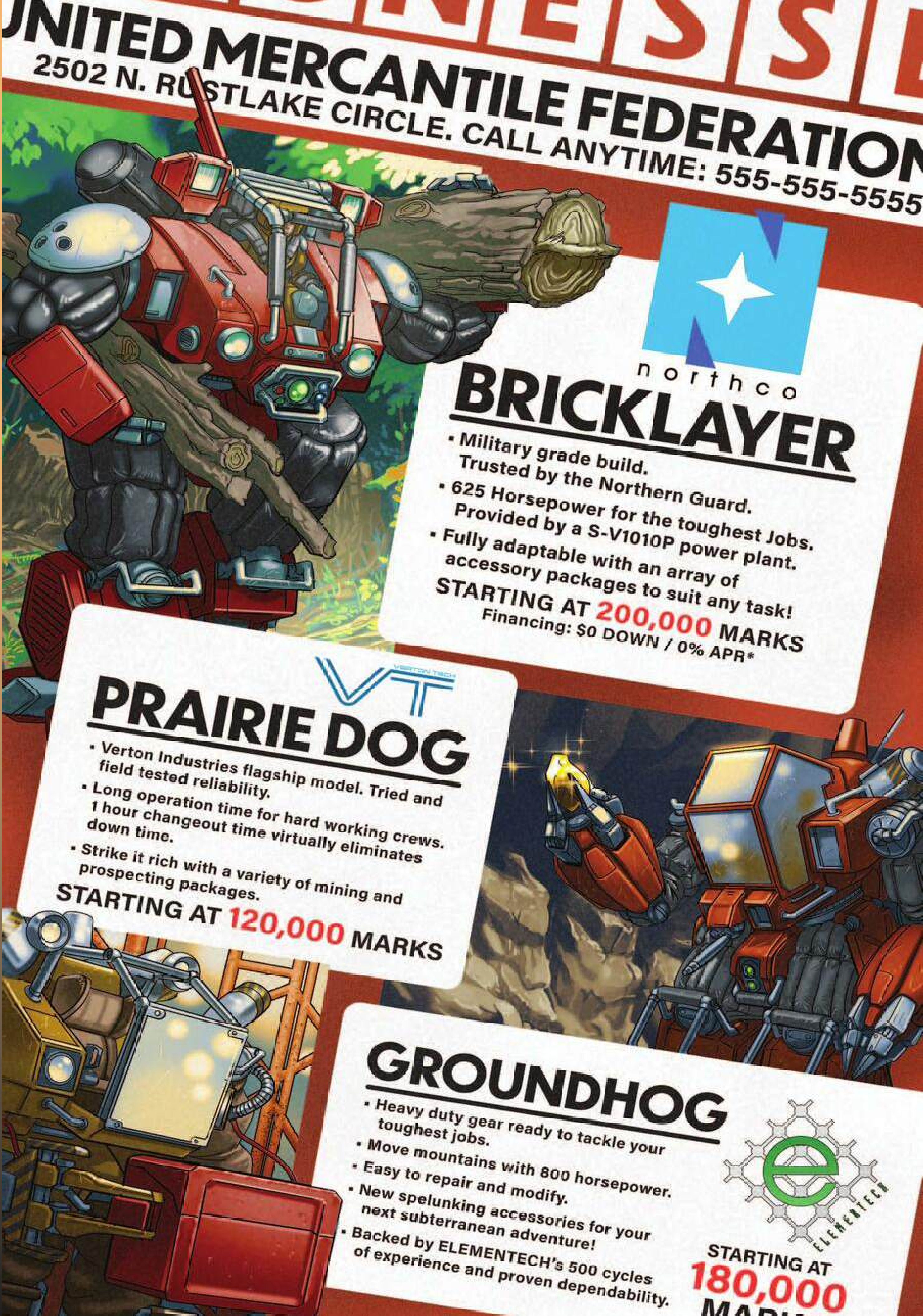
"And it's my understanding from the stated contract that you… erm… want us to hit an Earther outpost? You can imagine my surprise when I accepted the contract communications and found Utopians on the other line. I'll never complain about waxing Earthers, but…"

"The Republic of Steelgate is allied to the CEF." The Utopian took a hard edge to his voice. "Allied. When they go against our interests, action must be taken. We will leave it at that." The Utopian shook the case gently, and Velasquez took it. Batoya and Diaz peered over his shoulders at the contents. "Your employment bio with the Guild noted you had fought Earth forces before, with the WFPA. This makes your qualifications perfect for our purposes. As the contract stipulated, this twenty-five percent is up front, with the rest to follow. We are prepared to offer a ten percent performance bonus for your discretion, and future contracts pending work completed in good faith."

"I knew there was a reason I stuck so close to you, you Casanova." Velasquez smiled through his goggles, exchanging a look with Batoya, who made a kissing face towards him. The GREL had, perhaps, adapted too well to Terranova's culture. Velasquez smiled and looked towards the Utopian.

"Is the contract agreeable?" The Utopian remained unreadable, but the case's contents made his position for him. "Greylan, you've got yourself some mercenarios."





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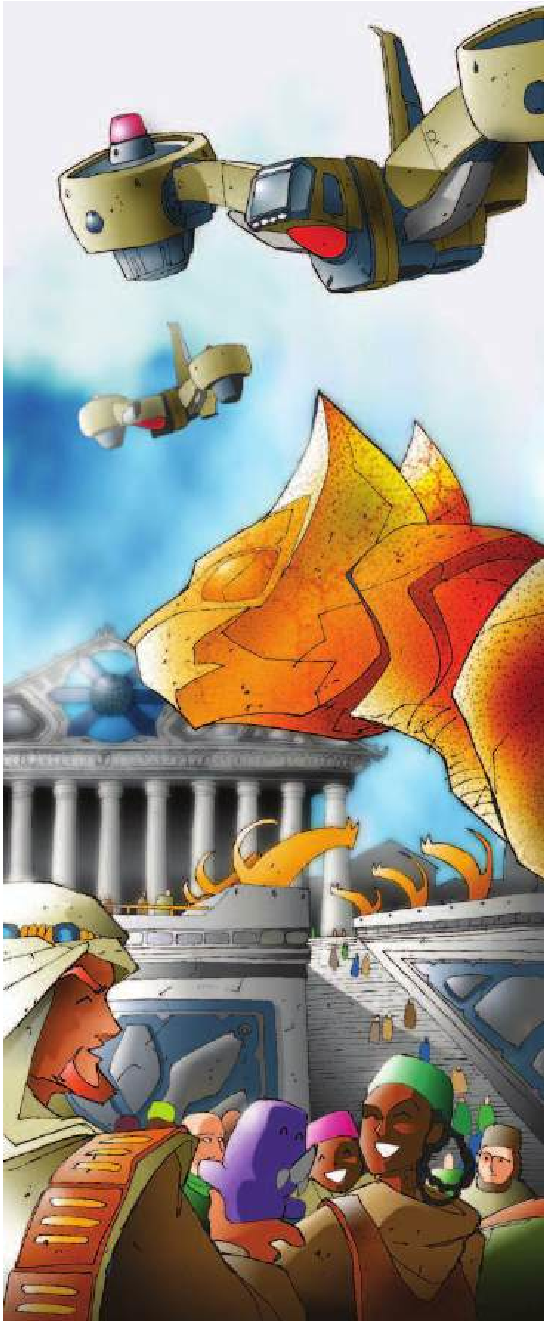
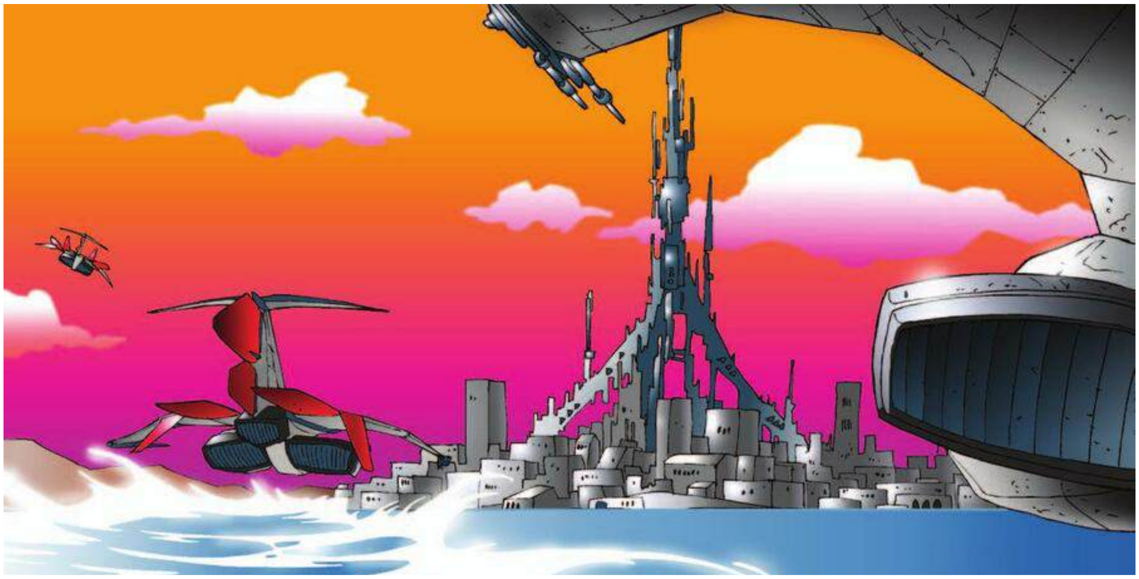
CIVILIAN VEHICLE LIST

Vehicles by Minimum Priority Level	
Code Name	Minimum PL
Aircraft	1
Drones	1
Gears	1
Ground Vehicles	1
Watercraft	1

CIVILIAN VEHICLES

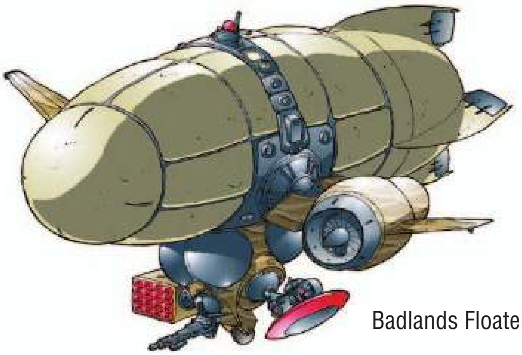
Civilians on Terra Nova have access to a wide variety of vehicles, including gears. The exact names and titles vary due to differing manufacturers and nationalities, but a number of common categories appear. Civilian aircraft are commonly used for recreation, pest control, cargo, and passenger services. A particular class of aircraft unique to Terra Nova is the hopper; a high endurance VTOL designed to survive the harsh skies over the badlands. Drone technology is prevalent on Terra Nova, with recreational and service drones being the norm. Occupation forces have clamped down hard on civilian ownership of drones in occupied areas for fear of spying. Gears are a common sight amongst civilians, with construction gears being the most common. Science and exploration gears are also available, and are typically named after famous or infamous explorers. The Harris Badlands Survey Gear produced by Northco, for example, is named after the famous Captain Harris, the first victim of the Terra Novan Death Adder. More traditional ground vehicles are used for cargo, service, and personal use within city-states. The Camel is a six-wheeled flatbed used all across Terra Nova. Despite its reputation as a desert planet, Terra Nova is home to many types of watercraft. Most common are river barges and patrol craft, used for security and cargo transport. In the southern hemisphere, large lakes like Lake Esperance allow for cargo ships, luxury yachts, and other craft that would be too large for river use. The Southern Republic even maintains a navy with surface ships and submarines. Some of the vehicles in this section are used by militaries such as gunboats. They are included here due to the relative rarity of them. Additionally they are often present in civilian locations and do not require specialized military training to use.





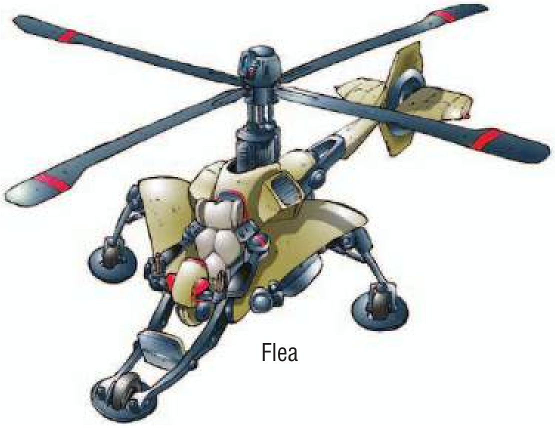
Code Name:	Aircraft
Manufacturer:	Various
Unit Type:	Civilian Vehicle
Height:	Various
Weight:	Various

Civilian aircraft are common on Terra Nova. Many are classed as Hoppers, badlands suitable VTOL aircraft.

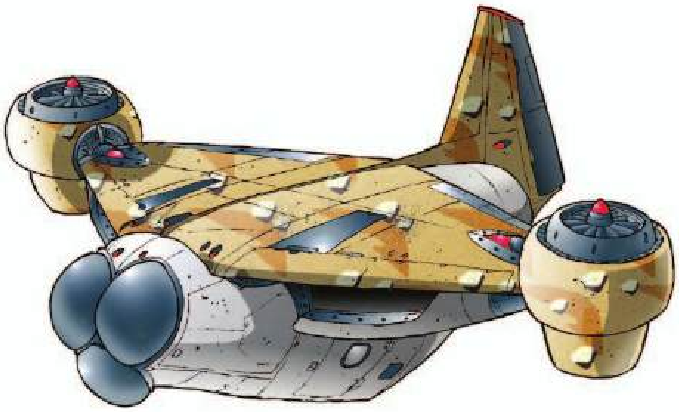


Badlands Floater

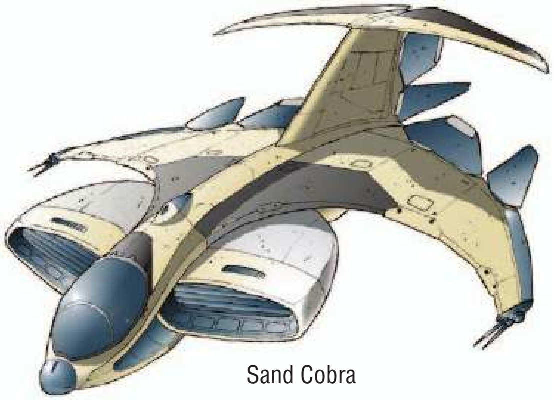
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Flea	2	1	1	H:7	2	4	-1	+0	-1	Transport: 1 Infantry, No Sensors	Veh, VTOL	1"
Badlands Floater	10	5	2	H:6	2	4	-1	+0	+0	ECM Suite, LRP (T), MMG (T), Supply Storage, Transport: 2 Infantry	Veh, VTOL	2"
Grasshopper	2	2	2	H:8	3	6	-1	-1	-1	Supply Storage, No Sensors	Veh, VTOL	2"
Sand Cobra	5	2	1	H:10	3	6	-1	+0	-1	Recon Sensors, Transport: 3 Infantry, No Sensors	Veh, VTOL	2"
Small Personal Aircraft	4	4	1	F:28	2	4	-1	+0	-1	Transport: 3 Infantry	Veh, VTOL	1.5"
Large Personal Aircraft	7	6	2	F:32	3	6	-1	+0	-1	Supply Storage, Transport: 14 Infantry	Veh, VTOL	2"
Cargo Plane	20	8	2	F:24	3	8	-1	-1	-1	Supply Storage, Transport: 140 infantry or 4 Vehicles with a combined Arm less than 30	Veh, VTOL	3"
Flitter	1	1	1	F: 20	2	4	-1	+0	-1	Transport: 1 Infantry, No Sensors	Veh, VTOL	1"



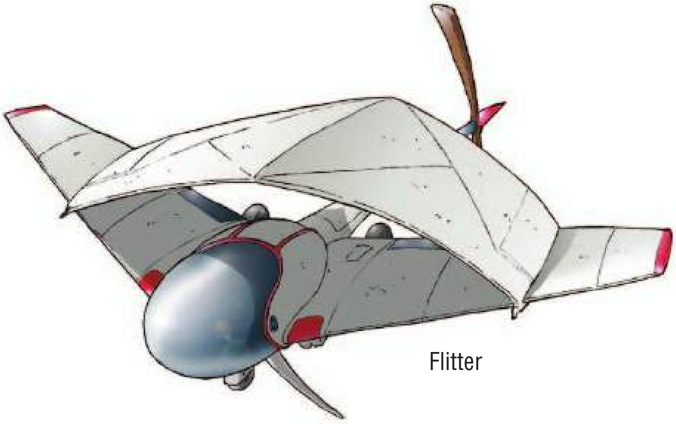
Flea



Grasshopper



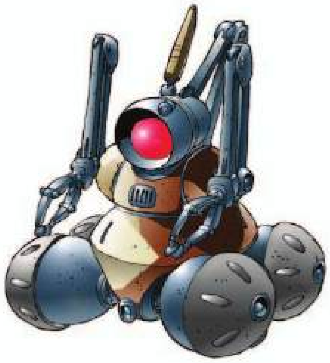
Sand Cobra



Flitter

Code Name:	Drones
Manufacturer:	Various
Unit Type:	Civilian Vehicle
Height:	Various
Weight:	Various

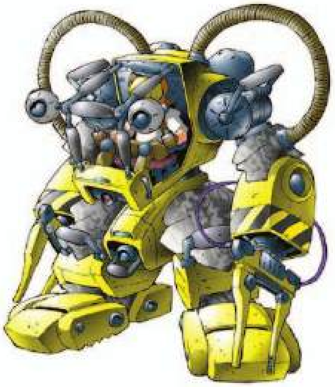
Recreational or government non-military use drones are common on Terra Nova. Hobbyists simply enjoy the thrill of flying while ranchers often buy them to observe their herds across long distances. Government entities purchase and use drone for surveillance, search and rescue and security. Some are outfitted for cargo duties.



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Personal Drone	1	1	N/A	H:4	1	2	-1	-1	-1	Vuln: Haywire	Drone:1	0.5”
Search and Rescue Drone	1	2	N/A	G:5	2	3	-1	-1	-1	Field Survival Gear, Rugged Terrain Refit, Vuln: Haywire	Drone:2	0.5”
Riot Control Drone	2	6	N/A	G:4	2	3	+0	-1	-1	Stun Gun, Gas, Vuln: Haywire	Drone:2	1”
Cargo Drone	1	1	N/A	H:8	1	3	-1	-1	-1	Supply Storage, Vuln: Haywire	Drone:1	1”
Security Drone	1	2	N/A	G:3	2	2	-1	-1	-1	Stun Gun, Vuln: Haywire	Drone:2	0.5”
Repair Drone	1	2	N/A	G:3	2	2	-1	-1	-1	Repair Array, Vuln: Haywire	Drone:3	1”
Survey Drone	1	2	N/A	H:4	2	2	-1	-1	-1	Survey Kit, Spotlight, Vuln: Haywire	Drone:2	0.5”

Code Name:	Gears
Manufacturer:	Various
Unit Type:	Civilian Vehicle
Height:	Various
Weight:	Various

Civilian ownership of gears on Terra Nova is quite common. The first heavy gears originally started as converted mining gears. Many are purpose built for science or construction, but others are demilitarized combat units.

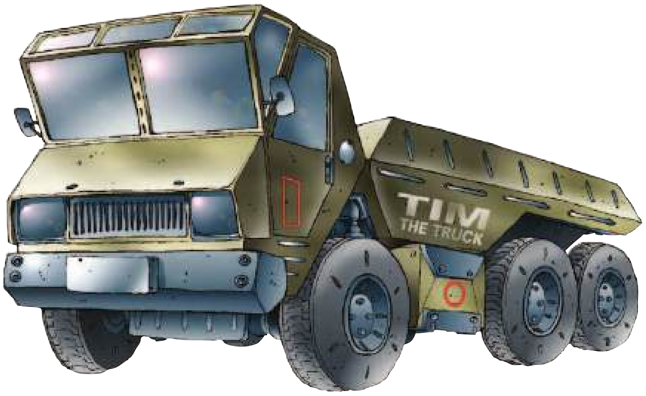


Location	Stock	Strip
Torso	5	5
R Manip	2	2
L Manip	2	2
R Shoulder	0	0
L Shoulder	0	0

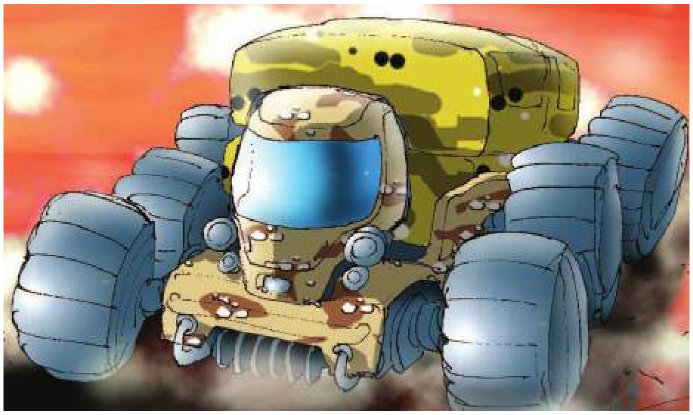
Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Weapons, Equipment & Traits	Type	HT
Groundhog	5	1	1	W/G: 4	3	4	-1	-1	-1	Hands, Repair Array, Brawler:1, Exposed Pilot, Spotlight, Low Maintenance	Gear	1.5”
Prariedog	5	1	1	W/G: 4	3	4	-1	-1	-1	Hands, Repair Array, Brawler:1, Exposed Pilot, Spotlight, Low Maintenance	Gear	1"
Civilian Hunter	8	1	1	W/G:6	4	6	-1	-1	-1	Hands	Gear	1.5"
Civilian Jager	8	1	1	W/G:6	4	6	-1	-1	-1	Hands	Gear	1.5"
Harris	6	1	1	W:5	3	6	-1	-1	-1	Hands, Survey Kit, Rugged Terrain Refit, Spotlight, Exposed Pilot, Spotlight	Gear	1.5"
Angel	7	1	1	W:5	3	6	-1	-1	-1	Hands, Climbing Gear, Rugged Terrain Refit, Exposed Pilot, Medical Lab Kit, Spotlight, Transport: 1 Infantry	Gear	1.5"
Carson	6	1	1	W:5	3	6	-1	-1	-1	Hands, Survey Kit, Rugged Terrain Refit, Spotlight, Submersible, Exposed Pilot, Spotlight	Gear	1.5"
Lyell	10	3	1	W:5	3	6	-1	-1	-1	Hands, Survey Kit, Rugged Terrain Refit, Spotlight, Climbing Gear, Exposed Pilot, LSG (Link) (Torso), Spotlight	Gear	1.5"

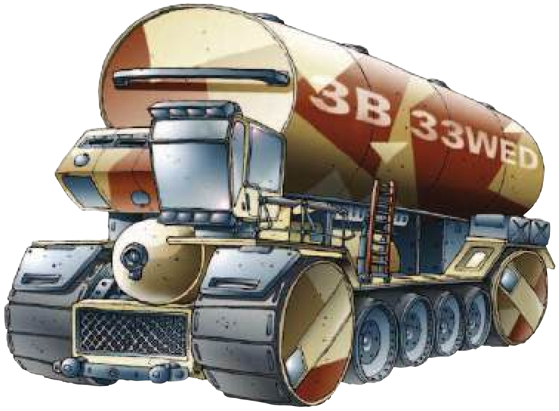
Code Name:	Ground Vehicles
Manufacturer:	Various
Unit Type:	Civilian Vehicle
Height:	Various
Weight:	Various

Most Terra Novans have access to a personal vehicle regardless of their location or financial status. Dozens of companies across the planet produce sedans, trucks, vans, buses and other various forms of transportation, utility work and pleasure.

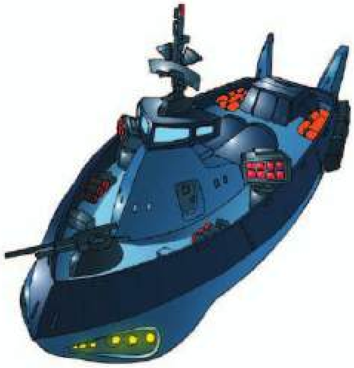


Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Sedan	1	1	1	G:10	3	3	-1	-1	-1	Ubiquitous, Transport: 3 Infantry, No Sensors	Veh	1"
Truck	1	1	1	G:9	3	4	-1	-1	-1	Ubiquitous, Transport: 3 Infantry, No Sensors	Veh	1"
Van	1	1	1	G:9	3	4	-1	-1	-1	Ubiquitous, Transport: 6 Infantry, No Sensors	Veh	1"
Bus	1	1	1	G:7	3	5	-1	-1	-1	Ubiquitous, Transport: 15 Infantry, No Sensors	Veh	1.5"
Sports Car	2	1	1	G:14	3	3	-1	0	-1	Ubiquitous, Transport: 1 Infantry, No Sensors	Veh	1"
Utility Vehicle	1	1	1	G:8	3	6	-1	-1	-1	Ubiquitous, Rugged Terrain Kit, Transport: 1 Infantry, No Sensors	Veh	1.5"
SUV	1	1	1	G:8	3	4	-1	-1	-1	Ubiquitous, Transport: 3 Infantry, No Sensors	Veh	1"
Service Vehicle	1	1	1	G:7	3	6	-1	-1	-1	Ubiquitous, Repair Array, Transport: 1 Infantry, No Sensors	Veh	1.5"
Commercial Truck	1	1	1	G:7	3	6	-1	-1	-1	Ubiquitous, Transport: 1 Infantry, No Sensors	Veh	1.5"
RV	1	1	1	G:7	3	5	-1	-1	-1	Living Quarters: 6, Supply Storage, Survey Kit, No Sensors	Veh	1.5"
Camel Truck	1	3	1	G:7	5	6	-1	-1	-1	Supply Storage, Transport: 10 Infantry, No Sensors, Rugged Terrain Refit	Veh	1"
Five-Ton	1	1	1	G:7	3	6	-1	-1	-1	Supply Storage, Transport: 10 Infantry, No Sensors	Veh	1"
Springer	1	1	1	G:9	3	6	-1	-1	-1	Supply Storage, Transport: 10 Infantry, No Sensors, Field Survival Gear, Medical Lab Kit	Veh	1"
Tanker	1	1	1	G:7	4	6	-1	-1	-1	Ubiquitous, Transport: 1 Infantry, No Sensors, Vuln: Fire	Veh	1.5"
Long Runner	2	3	1	G:7	3	5	-1	-1	-1	Living Quarters: 6, Supply Storage, Survey Kit, No Sensors, Rugged Terrain Refit, LMG (T)	Veh	1.5"

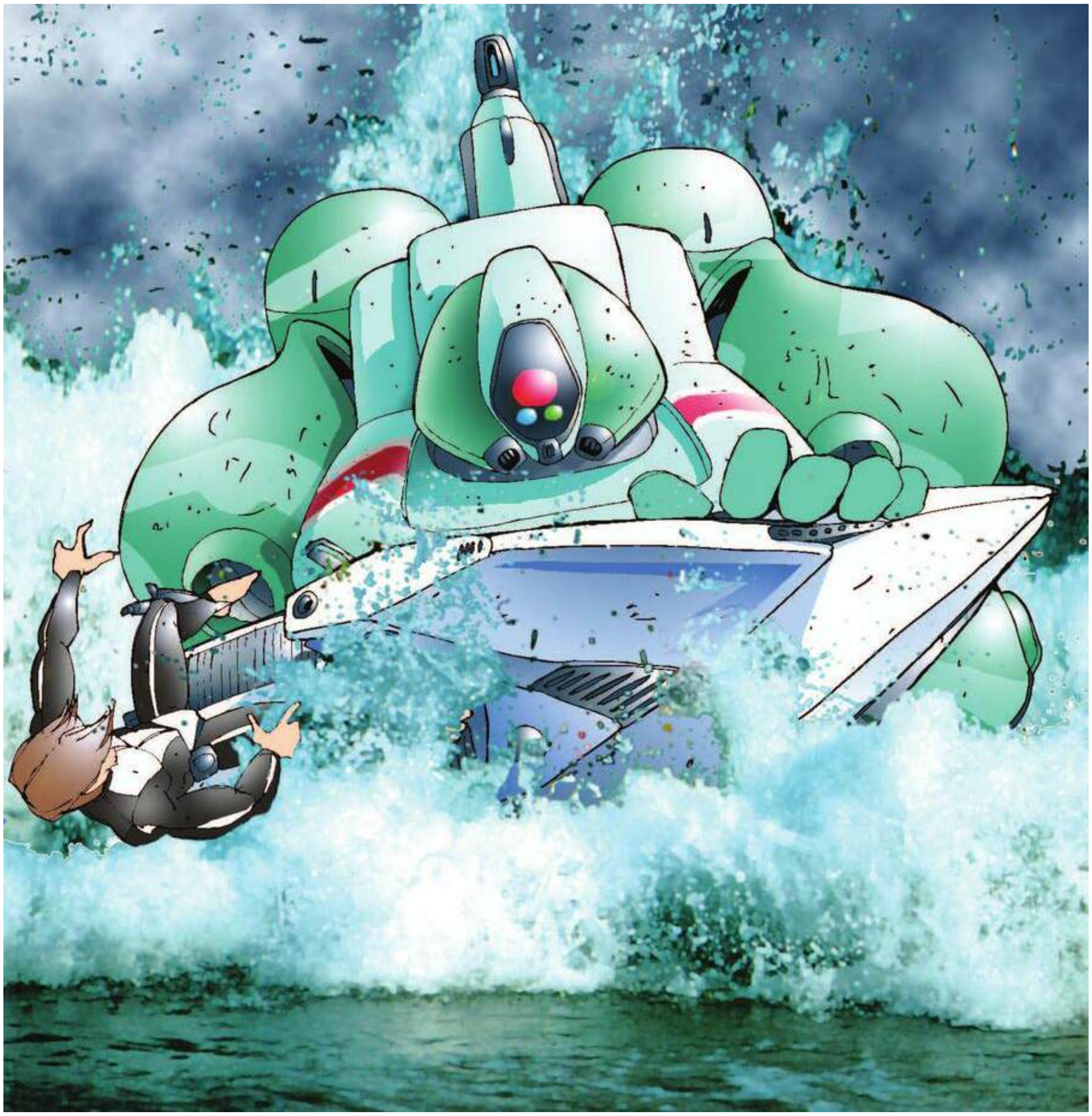




Code Name:	Watercraft
Manufacturer:	Various
Unit Type:	Civilian Vehicle
Height:	Various
Weight:	Various
Open water is relatively rare on Terra Nova but lakes and rivers do exist. Watercraft are designed to traverse these waterways in the pursuit of commercial or pleasure activites.	



Variant	TV	PL	Crew	MR	Arm	HI	GU	PI	EW	Equipment and Traits	Type	HT
Jetski	1	1	1	A:6	1	3	-1	+0	-1	Early Warning System	Wtr	.5"
Patrol Boat	80	8	6	A:4	12	20	+1	-1	-1	2x LFG (T), HMG (T, Link), Living Quarters: 6	Wtr	3"
Luxury Yacht	2	10	2	A:4	4	8	-1	-1	-1	Living Quarters: 6	Wtr	3"
Fishing Boat	2	1	3	A:3	5	12	-1	-1	-1	Living Quarters: 8	Wtr	3"
Cargo Barge	2	4	2	A:2	5	25	-1	-1	-1	Supply Storage, Living Quarters: 2	Wtr	2.5"
Tugboat	2	5	2	A:4	5	15	-1	-1	-1	-	Wtr	2.5"
Airboat	6	3	1	H/A:6	2	8	-1	+0	-1	LMG, Amphibious Sealing	Wtr	1.5"



CIVILIAN VEHICLE LIST 16

NEW WHEELS

So many gears.

Mary found herself in something close to heaven, or at least as close to heaven as she might ever get.

The showroom was full of gears from various southern manufacturers, along with optional parts and all sorts of extras she wasn't even sure anyone would really need. Row upon row of pristine machines, standing proudly atop podiums like the winners of some great game, ran the length and breadth of the massive facility. She was taking in the sights when a man not much older than herself sauntered over to her.

"Is there something I can help you find, miss?" He asked in his most polite tone.

"There is," Mary answered without taking her eyes off the various gears on display. "I need a new ride." "And what sort of business are you in, may I ask?"

Mary finally turned and made eye contact with the man, his shockingly blue eyes catching her a bit off guard. She knew the game: he was going to try and sell her the most expensive thing in the showroom with all the options he thought she would need.

"Rally. I need something fast, but with decent handling and protection," she said.

The salesman rubbed his chin, then snapped his fingers and said "Follow me." He walked her over to where an Iguana stood, placing a hand on the torso of the machine with a self-assured smirk smeared on his face.

"This bad boy has a 360-horsepower engine, a top speed of 84 kilometers per hour and 40 millimeter thick armor. It's one of the top products put out by Territorial Arms, and perfect for a rally racer such as yourself."

Mary looked the gear over, then sighed.

"I need something faster," she said, turning back to the salesman. "Faster?"

Mary nodded, then her eyes lit up as she looked past the salesman. Much to his chagrin she walked right by him, leaving him stammering and trying to regain control of the situation. Mary walked over to the gear that had caught her eye: a shiny new Salamander. The riot control gear wasn't the greatest asset the southern military had, but in a race it would be amazing.

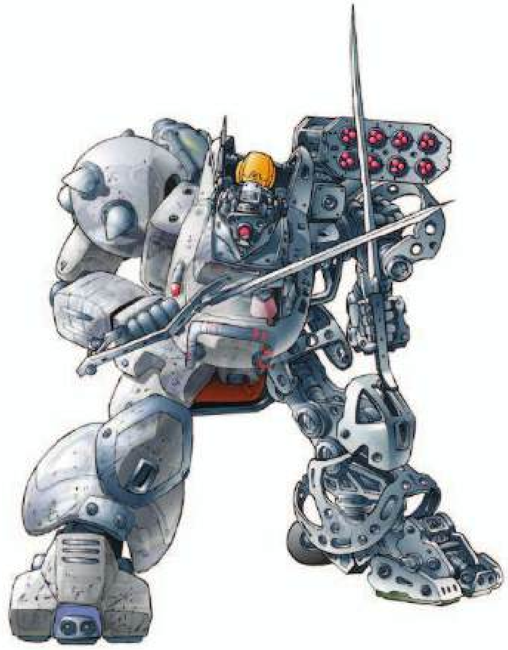
"You don't want that," said the salesman as he caught up with her. "The Iguana is really a better machine."

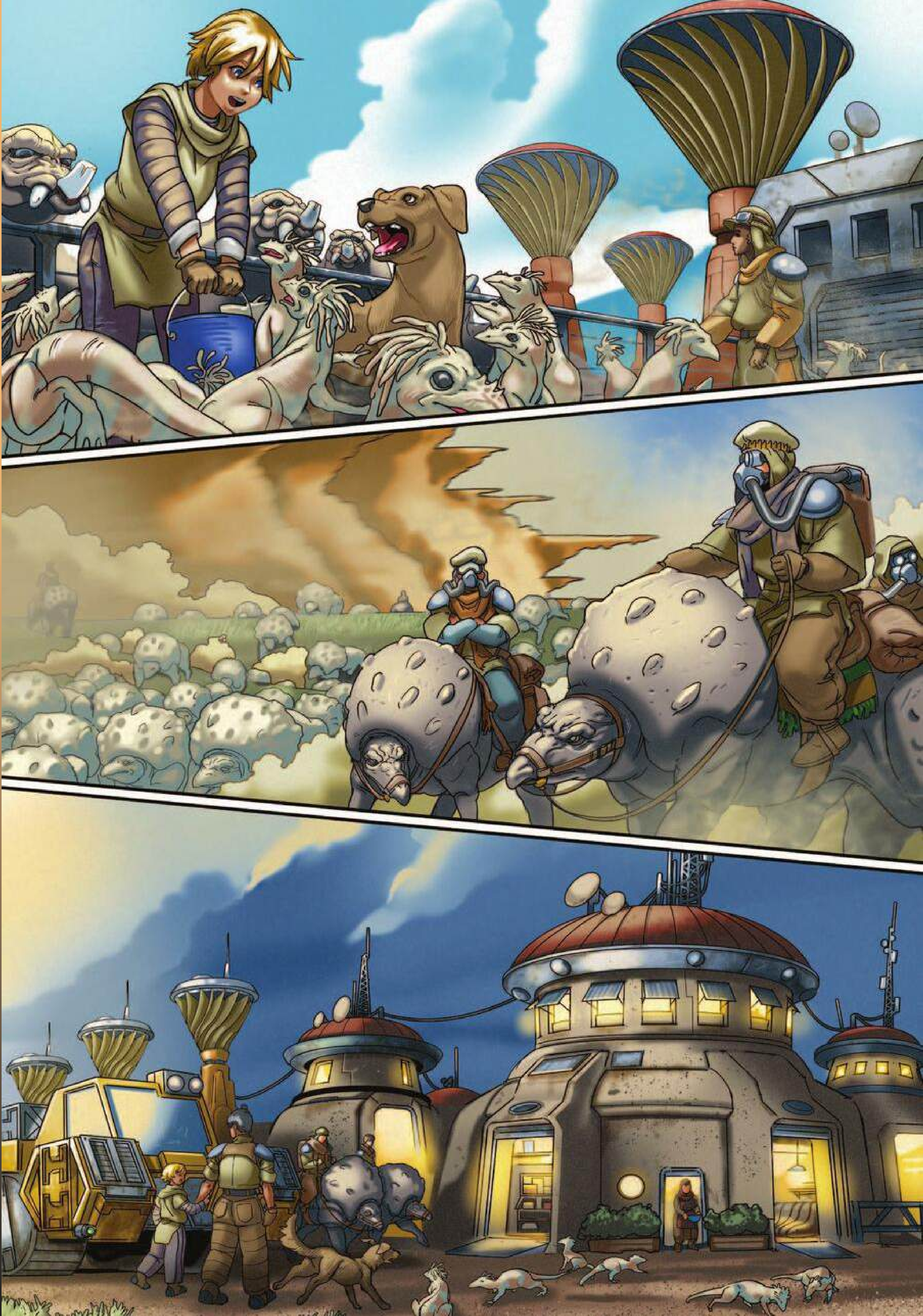
"These things have absurd handling, and I'm assuming a similar top speed and performance to the Iguana?"

The salesman sighed. "Yeah. Similar engine, speed and armor." "This is what I want." Mary said, turning to the man again.

He clearly got some sort of extra compensation for selling Territorial Arms machines, but a sale was a sale and the man relented. "Very well, shall we talk accessories?"

"You're damn right we shall."



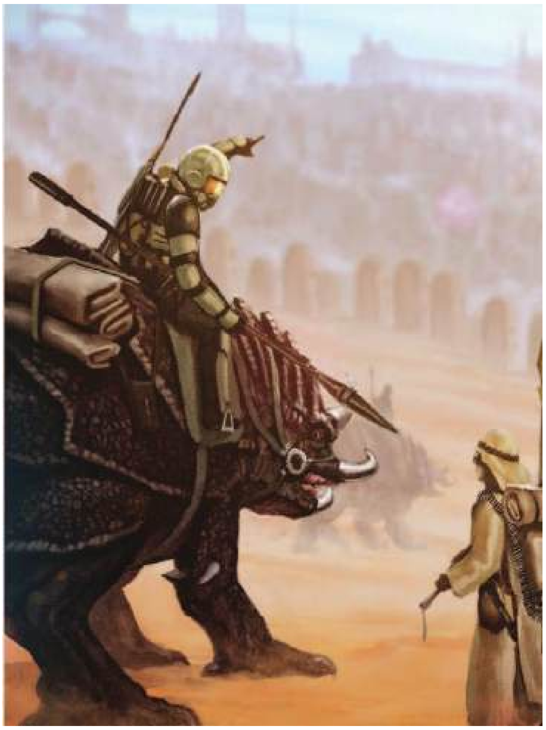


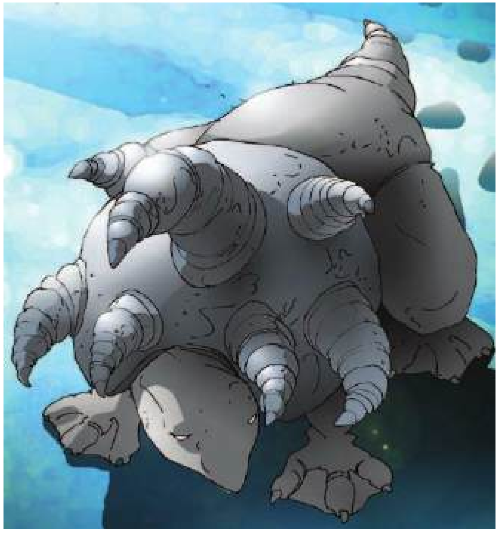
CREATURES LIST

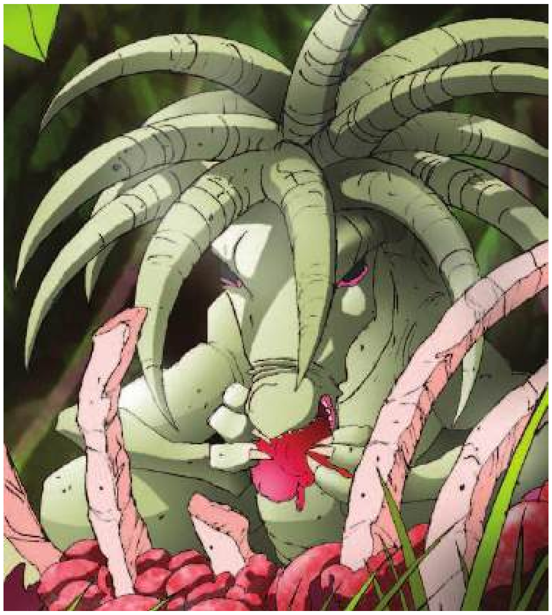
WILDLIFE

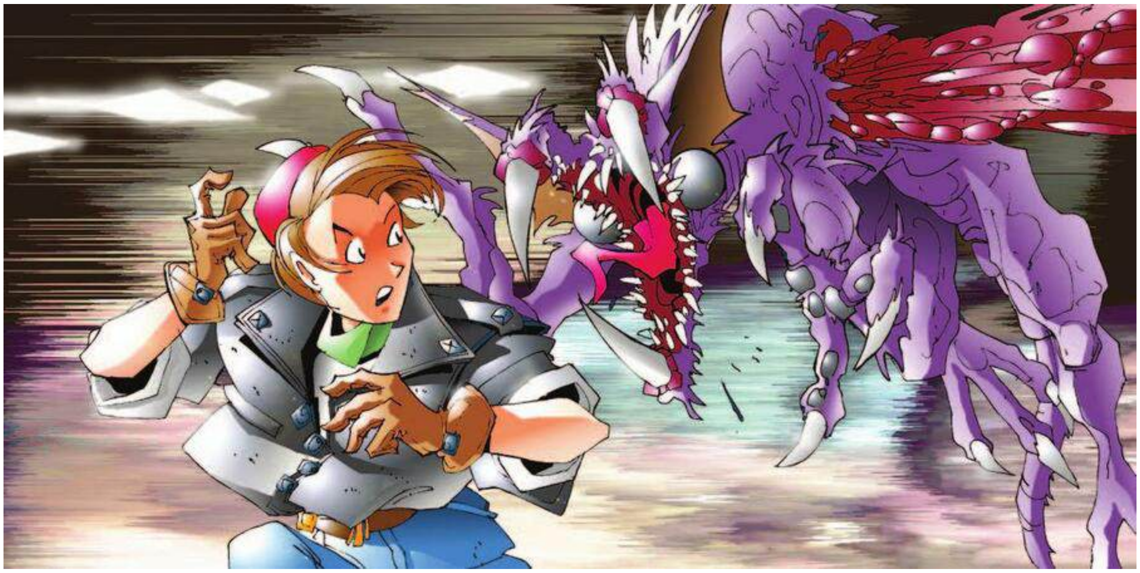
Terra Nova is a planet abundant with life. Generally these creatures tend to be comparable to those seen on Earth, not just visually but also at a biological level. Humans can eat (and be eaten by) the creatures and plants on Terra Nova. However, due to the differences in proteins present, the human digestive system needs some assistance to do so without complications. During childhood, as part of the normal medical treatments and inoculations, bacteria are introduced to the child's stomach to allow them to consume Terra Nova's vast catalog of creatures and plants. Without this bacteria humans can still eat Terra Novan food but will experience symptoms similar to lactose intolerance such as nausea, cramping, and weakness.

Wildlife on Terra Nova is primarily reptilian, even in the polar regions more conducive to mammalian life. Despite this, all animal kingdoms are present, even if to the casual observer it is difficult to tell the difference. Additionally, life on Terra Nova tends to be quite large. The Barnaby is a common domestic and pack animal. It is often taller than a human and displays the split 3-pronged jaw seen on many larger animals. Many animals are predators and if large enough are fully capable of eating a human Many humans, like the famous Captain Harris, have also found that venomous reptiles are common.

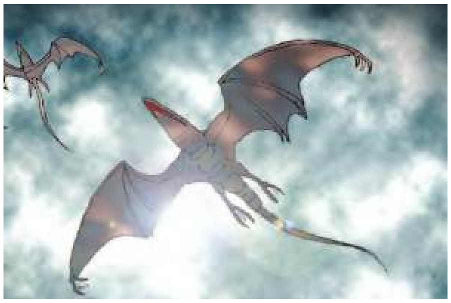






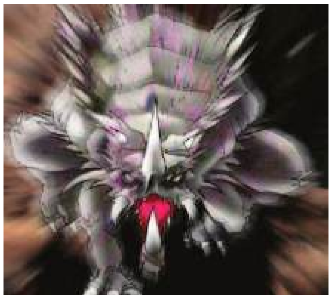


Common Name:	Aerial Toussain (Dak)
Range:	Northern/Irrian Plains & Badlands
Temperament	Carrion Feeder
Height:	1 m / 3.3 ft
Weight:	10 kg / 22 lbs
Large airborne predators found across the badlands and savannahs of Terra Nova, they usually feed off carrion and small plains animals.	



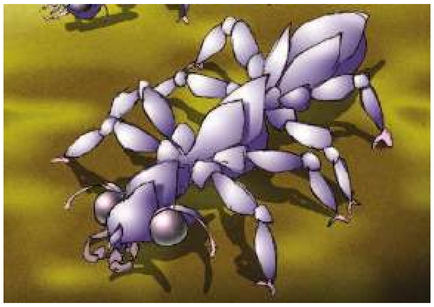
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Aerial Toussain (Dak)	4	H:9	1	0	2	3	+0	+1	+0	Jaws (Medium Knife), Agile, Wings, Brawler: 1	Fauna	.5"

Common Name:	Armadillo Beast
Range:	Badlands Mountains & Savannah
Temperament	Docile Herbivore
Height:	2.5 m / 8.2 ft
Weight:	1,100 kg / 2,425 lbs
A relative of the Barnabus Iguana, the Armadillo Beast is a more ponderous beast than its more common cousin, but clad in thick natural armor and sporting a fearsome array of tusks.	



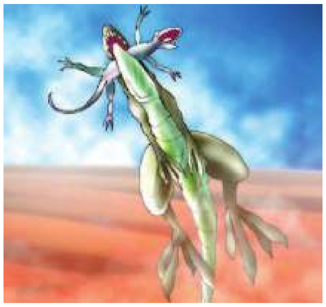
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Armadillo Beast	7	W:5	6	2	10	4	+0	+0	+0	Tusks & Thagomizer (Heavy Sword), Brawler: 1, Climber	Fauna	1"

Common Name:	Army Skag Swarm
Range:	Badlands Savannah
Temperament	Aggressive Swarm
Height:	.1 m / .32 ft
Weight:	.2 kg / .44 lbs
A vicious, flying insect the size of a terrestrial mouse, they hunt in swarms that will prey on anything they encounter.	



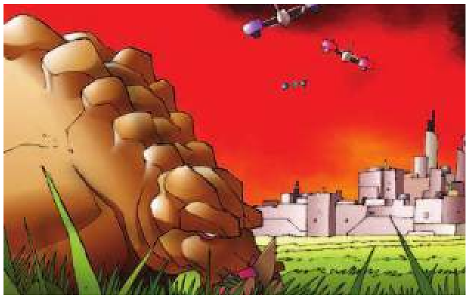
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Army Skag Swarm	1	W:4	0	0	1	10	+0	+1	+0	Mandibles (Light Knife)	Fauna	.5"

Common Name:	Banks' Monitor
Range:	Desert Fringes
Temperament	Ambush Predator
Height:	2 m / 6.6 ft
Weight:	15 kg / 33.7 lbs
Roughly two meters long, the "Peekaboo" lizard burrows beneath the surface of the desert and covers itself with sand, waiting to spring on unsuspecting prey with venomous fangs.	



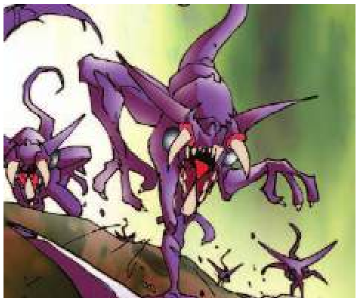
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Banks' Monitor	2	W:5	2	0	3	3	+0	+1	+0	Jaws (Heavy Knife) (Corrosive) Brawler: 1	Fauna	.5"

Common Name:	Barnaby
Range:	Badlands, Mountains & Savannah
Temperament	Docile Herbivore
Height:	2.5 m / 8.2 ft
Weight:	800 kg / 1763 lbs
A large reptile-like herbivore native to Terra Nova often used as a beast of burden or transport.	



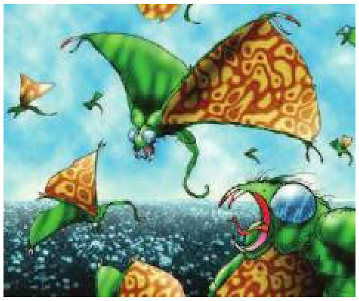
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Barnaby	6	W:5	6	2	10	4	+0	+0	+0	Tusks & Thagomizer (Heavy Sword), Brawler: 1, Climber	Fauna	1"

Common Name:	Dawg
Range:	Savannahs, Plains, Valleys
Temperament	Pack Hunter
Height:	1 m / 3.3 ft
Weight:	30 kg / 66.1 lbs
A common predator of the Norlight plains, the Dawg is a powerful pack hunter often used as a guard or herding animal, renowned for aggression.	



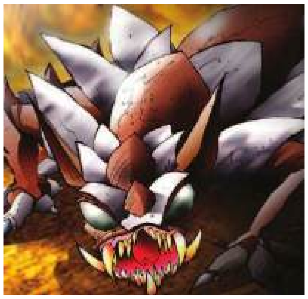
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Dawg	2	W:7	2	0	3	3	+0	+2	+0	Gnashing Teeth (Medium Sword), Agile, Brawler: 1	Fauna	.5"

Common Name:	Flapper Swarm
Range:	Northern Plains
Temperament	Defensive Swarm
Height:	.08 m / .26 ft
Weight:	.2 kg / .44 lbs
Flying herbivores the size of a human palm, these creatures are normally only dangerous when disturbed.	



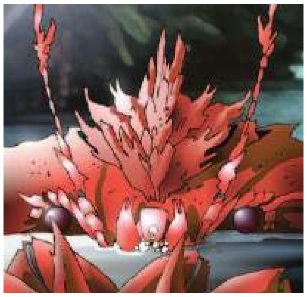
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Flapper	2	H:6	0	0	1	7	+0	+2	+0	Mandibles (Light Knife), Agile, Wings	Fauna	.5"

Common Name:	Ghul Rat
Range:	Swamps, Caves, ESE Undercities
Temperament	Aggressive Reptilian Scavenger
Height:	.15 m / .5 ft
Weight:	.2 kg / .44 lbs
Primarily subsisting off carrion and street refuse, Ghul Rats are endemic the ESE underground cities. Extremely territorial, they swarm in vast numbers.	



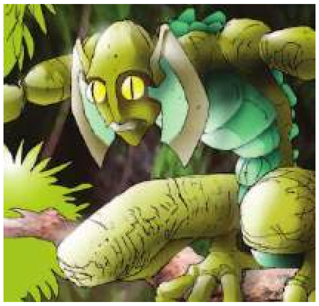
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Ghul Rat	1	W: 4	0	0	2	3	+0	+2	+0	Fangs (Light Knife), Brawler: 1	Fauna	.5"

Common Name:	Giant Mud Crab
Range:	Lake Hawkins
Temperament	Defensive Arthropod
Height:	.5m
Weight:	40kg
Considered a delicacy in the HA, the Giant Mud Crab's tough shell has been known to protect against small arms fire and are drawn to splashing water.	



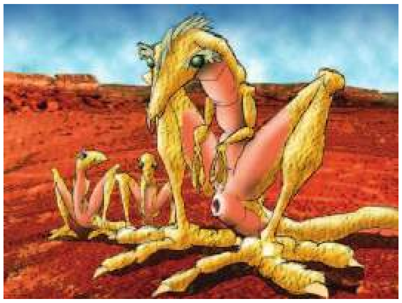
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Giant Mud Crab	2	W:3	2	3	5	3	+0	+0	+0	Claws (Medium Combat Weapon), Brawler: 1	Fauna	.5"

Common Name:	Go-Ki
Range:	Southern Jungles
Temperament	Elusive Tree Dweller
Height:	1.5 m / 4.9 ft
Weight:	45 kg / 99.2 lbs
Intelligent arboreal reptilians with a distinctly humanoid appearance, these unique creatures live in small bands and are rarely encountered by humans.	



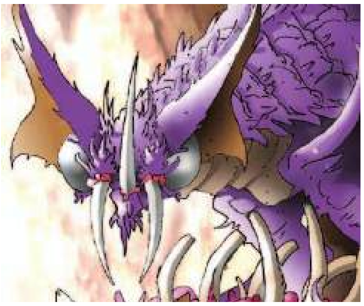
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Go-Ki	2	W: 5	2	0	4	4	+0	+2	+0	Bites (Medium Knife), Improvised/Hand weapons (If available), Brawler: 1, Agile	Fauna	1"

Common Name:	Grassrunner
Range:	Plains and Savannahs
Temperament	Prey Animal
Height:	.5 m / 1.64 ft
Weight:	10kg / 2.2 lbs
A common plains herbivore, and favorite pet of children.	



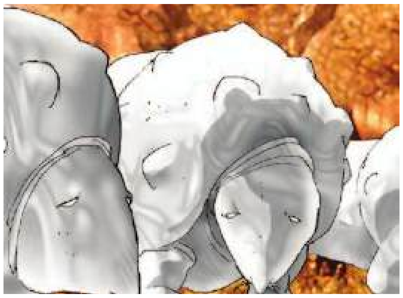
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Grassruner	1	W:6	1	0	2	3	+0	+2	+0	Jaws (Light Knife), Agile	Fauna	.5"

Common Name:	Great Dawg
Range:	Northern Mountains
Temperament	Aggressive Pack Hunter
Height:	1.5 / 4.9 ft
Weight:	65 kg / 143 lbs
Great Dawgs are simply larger versions of the dawgs seen elsewhere on Terra Nova. Each one is a significant threat to even humans, although attacks are rare.	



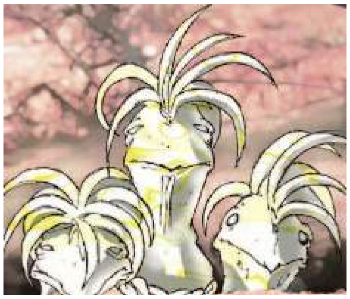
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Great Dawg	2	W:8	3	0	4	3	+0	+2	+0	Gnashing Teeth (Medium Sword), Agile, Brawler: 2	Fauna	.5"

Common Name:	Herding Springer
Range:	Badlands Savannah
Temperament	Docile Herd Animal
Height:	1 m / 3.3 ft
Weight:	100 kg / 220 lbs
The principal herding animal of the Badlands.	



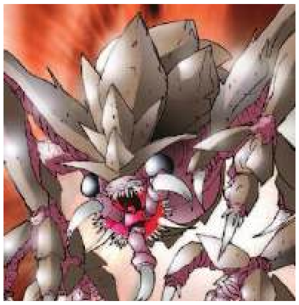
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Herding Springer	2	W:7	2	0	4	3	+0	+1	+0	Kick (Medium Improvised 1H Weapon)	Fauna	.5"

Common Name:	Hopper
Range:	Badlands Desert
Temperament	Skittish Prey Animal
Height:	.5 m / 1.64 ft
Weight:	3 kg / 6.6 lbs
A common source of pets (and sometimes food) in the Badlands, Hoppers are ubiquitous creatures.	



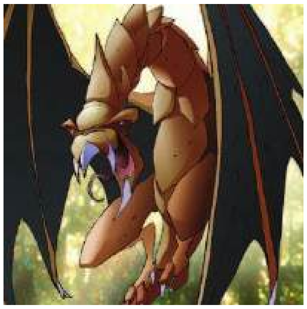
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Hopper	1	W:5	1	0	2	2	+0	+2	+0	Jaws (Light Knife), Agile	Fauna	.5"

Common Name:	Jumpspider
Range:	Northern Mountains
Temperament	Ambush Predator
Height:	.2 cm / .67 ft
Weight:	2 kg / 4.4 lbs
Found across northern mountain ranges, the Jumpspider is a fearsome predator of smaller creatures, and deadly trap for the unwary. Not actually a true spider, they only have four legs.	



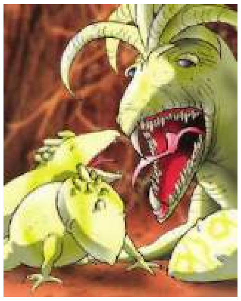
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Jumpspider	1	W:4	0	0	3	2	0	+1	+0	Fangs (Light Rapier, Corrosive), Climber	Fauna	.5"

Common Name:	Kilovate Bat
Range:	Southern Jungles
Temperament	Docile pack hunter
Height:	1 m / 3.3 ft
Weight:	18 kg / 39.7 lbs
Fearsome looking aerial predators, these nocturnal creatures are the source of endless tales of horror, but in reality are quite gentle and placid around humans.	



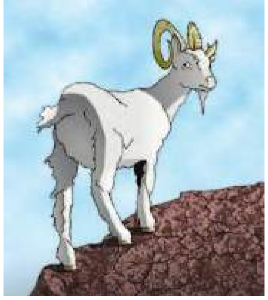
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Kilovate Bat	4	H:8	1	0	2	3	+0	+1	+0	Claws & Fangs (Medium Sword), Brawler: 1	Fauna	.5"

Common Name:	Long Fang Hopper
Range:	Badlands Desert
Temperament	Ambush Predator
Height:	.5 m / 1.64 ft
Weight:	3 kg / 6.6 lbs
Difficult to distinguish from their herbivorous cousins, Long Fang hoppers are tiny, deadly, predators.	



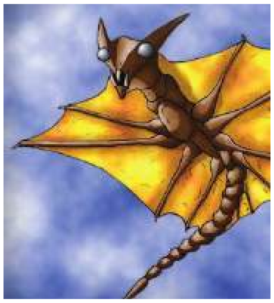
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Longfang Hopper	1	W:5	1	0	2	2	+0	+2	+0	Jaws (Light Knife, Precise), Agile, Brawler: 1	Fauna	.5"

Common Name:	Mulhacen Cabra
Range:	Northern Mountains
Temperament	Docile Herbivore
Height:	1 m / 3.3 ft
Weight:	50 kg / 110 lbs
A descendant of the Terran goat, Mulhacen Cabra have become widespread throughout the northern mountains.	



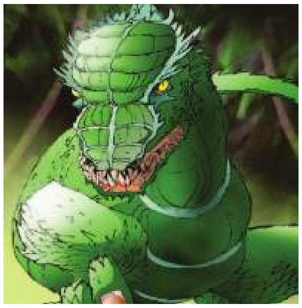
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Mulhacen Cabra	1	W:6	2	0	3	3	+0	+0	+0	Kick (Medium Combat Weapon)	Fauna	.5"

Common Name:	Nightshade
Range:	Great Western Plain
Temperament	Ambush Predator
Height:	1 m / 3.3 ft
Weight:	4 kg / 8.8 lbs
A serpentine creature with elongated ribs and a sophisticated muscle array allowing it limited flight, Nightshades hunt much like Terran birds of prey, albeit reliant on immobilizing venom.	



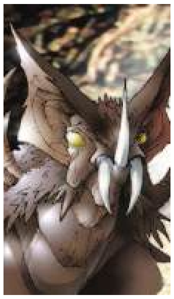
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Nightshade	2	W: 8	1	0	2	3	+0	+1	+0	Fangs (Medium Knife, Corrosive), Brawler: 1, Agile, Wings	Fauna	.5"

Common Name:	Pack Lizard
Range:	Southern Jungles/Isolated Northern populations
Temperament	Aggressive Pack Hunter
Height:	2 m / 6.6 ft
Weight:	250 kg / 551.1 lbs
An apex predator among the Mekong jungles, Pack Lizards hunt in groups of 3-20. Interestingly, they are often tamed as pack animals.	



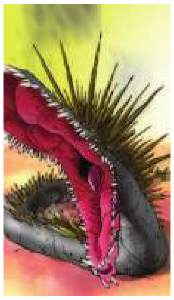
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Pack Lizard	3	W:7	2	2	7	4	+0	+1	+0	Huge Jaws (Heavy Sword), Agile, Brawler: 2	Fauna	1"

Common Name:	Prarie Jackal
Range:	Great Southern Plain
Temperament	Pack Hunter
Height:	1.5 m / 4.9 ft
Weight:	75 kg / 165.3 lbs
Matriarchal pack hunters, Prarie Jackals roam the southern grasslands in packs of up to 20 animals.	



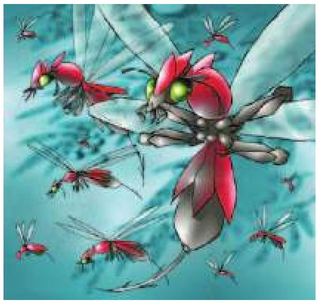
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Prarie Jackal	3	W:7	2	0	3	3	+0	+1	+0	Gnashing Teeth (Medium Sword), Agile, Brawler: 2	Fauna	.5"

Common Name:	Porcupine Anaconda
Range:	Southern Jungles
Temperament	Fauna
Height:	15 m / 49.2 ft
Weight:	130 kg / 286.6 lbs
Up to 20m in length, Porcupine Anacondas are spike covered carnivores, a threat even to humans, that roam across the Southern jungles.	



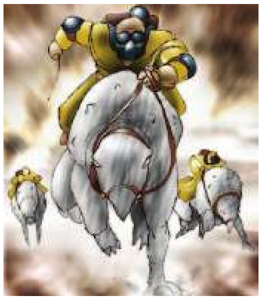
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Porcupine Anaconda	8	W:6	3	1	12	10	+0	+1	+0	Bite (Medium Rapier), Agile, Brawler: 2	Fauna	.5"

Common Name:	Redjacket Swarm
Range:	Badlands
Temperament	Aggressive Swarm
Height:	.04 m / .13 ft
Weight:	.5 kg / 1.1 lbs
A swarming insect akin to an Earth hornet. Redjacket hives can cause significant harm to anything that provokes them.	



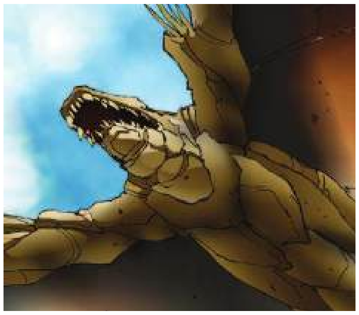
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Redjacket Swarm	7	H:6	0	0	10	10	+0	+2	+0	Stinger (Light Rapier, Corrosive), Brawler: 1, Agile, Wings	Fauna, Swarm	.5"

Common Name:	Riding Springer
Range:	Badlands
Temperament	Docile Herd Animal
Height:	1 m / 3.3 ft
Weight:	90 kg / 198 lbs
A dedicated transportation breed of the traditional herding animal.	



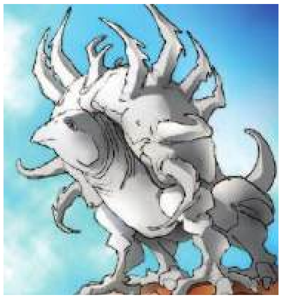
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Riding Springer	2	W:8	2	0	3	3	0	+1	+0	Kick (Medium Improvised 1H Weapon)	Fauna	.5"

Common Name:	Rock Dragon
Range:	Westridge & Downing Mountain Ranges
Temperament	Aggressive Flying Predator
Height:	1.5 m / 4.9 ft
Weight:	20 kg / 44 lbs
The Rock Dragon is a larger and more vicious subspecies of the more common Dak known for its hostility towards Jump Spiders, but not typically towards humans.	



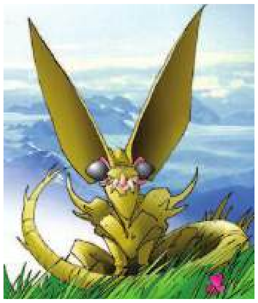
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Rock Dragon	6	H:9	1	1	3	3	+0	+1	+0	Jaws (Medium Knife), Agile, Wings, Brawler: 2	Fauna	.5"

Common Name:	Rock Springer
Range:	Tershaw Ridge/NLC
Temperament	Herd Animal
Height:	1 m / 3.3 ft
Weight:	100 kg / 220.5 lbs
Similar in build to the Riding Springer, it retains the carapace spines and attitude of the wild plains springer.	



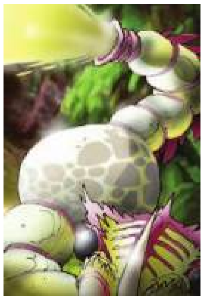
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Rockspringer	5	W:8	2	0	4	3	+0	+1	+0	Kick (Medium Improvised 1H Weapon), Carapace Spikes (Light Spear)	Fauna	.5"

Common Name:	Sand Fox
Range:	Marathon Plains/Northern Badlands
Temperament	Nocturnal Pack Hunter
Height:	.5 m / 1.64 ft
Weight:	8 kg / 17.6 lbs
A smaller relative of the Dawg, Sand Foxes live in small familial packs, hunting small animals and eating whatever berries and roots they can find.	



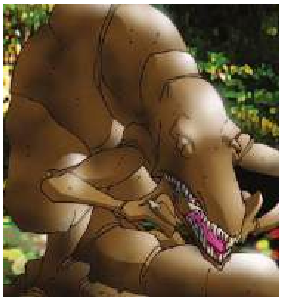
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Sand Fox	1	W:7	1	0	2	3	+0	+2	+0	Gnashing Teeth (Medium Knife), Agile, Brawler: 1	Fauna	.5"

Common Name:	Scorpion Serpent
Range:	Southern Jungles
Temperament	Cantankerous Arthropod
Height:	.25 m / .82 ft
Weight:	2 kg / 4.4 lbs
These magnificently colored predators are able to project venom to incapacitate prey, a useful ability utilized in booby-traps by jungle fighters. Often eaten as a delicacy.	



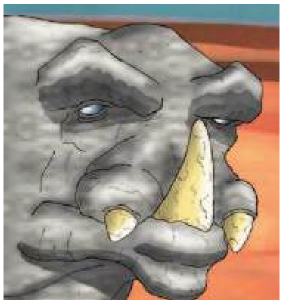
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Scorpion Serpent	2	W: 4	1	0	2	3	+1	+1	+0	Medium Pistol (Corrosive), Fangs (Light Knife), Brawler: 2	Fauna	.5"

Common Name:	Sniffer
Range:	Tobian Plain
Temperament	Tolerant Inquisitive Omnivore
Height:	1.5 m / 4.9 ft
Weight:	40 kg / 88.2 lbs
A larger and more placid relative of the Banks' Monitor, Sniffers are often equated to a cross between Terran bloodhounds and pigs. Their acute sense of smell lends well to training as trackers.	



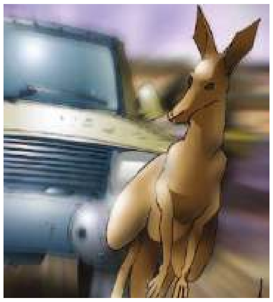
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Sniffer	2	W:5	1	0	3	3	+0	+2	+1	Jaws (Medium Sword), Brawler: 1	Fauna	.5"

Common Name:	Tamaru
Range:	Great Western Plain
Temperament	Docile Herbivore
Height:	2.5 m / 8.2 ft
Weight:	1,000 kg / 2,205 lbs
A man-bred subspecies of the Barnaby, the Tamaru is larger and less aggressive than its semi-domesticated cousin, with smaller tusks and a thinner hide	



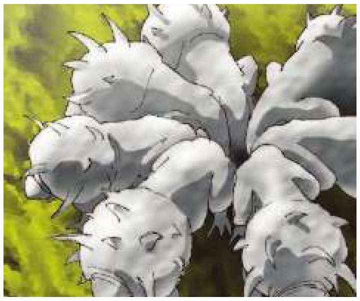
Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Tamaru	5	W: 7	4	0	10	4	+0	+0	+0	Tusks (Medium Sword)	Fauna	1"

Common Name:	Wallaby
Range:	Raleigh Locality
Temperament	Anxious Herd Animal
Height:	1 m / 3.3 ft
Weight:	20 kg / 44 lbs
Introduced by settlers around Raleigh centuries ago, these Terran creatures have thrived in the Humanist Alliance, though sadly are often victims of motor vehicles.	



Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Wallaby	2	W:6	1	0	3	3	+0	+1	+0	Kick (Medium Combat Weapon), Brawler: 1	Fauna	.5"

Common Name:	Wild Springer
Range:	Badlands Savannah
Temperament	Herd Animal
Height:	1 m / 3.3 ft
Weight:	100 kg / 220 lbs
The undomesticated relative of the common herding animal, Wild Springers are notoriously rowdy animals.	



Name	TV	MR	Toughness	Arm	Sys	She	GU	PI	EW	Weapons, Traits & Perks	Type	HT
Wild Springer	4	W:7	2	0	4	3	+0	+1	+0	Kick (Medium Improvised 1H Weapon), Carapace Spikes (Light Spear) Brawler: 1		.5"

THE GATE OPENS

THE GATE OPENS

The bridge of the *Vitolya* was a slow concert of muttering and electronic chirps as the ship's crew went about their stations. Captain Alexei Bernikov idly sat in his captain's chair, watching them. The crew, GRELs and humans alike, had done this monotony before, and there was no urgency in their actions, nor any need for it as the ship approached the Tannhauser gate that would bring them out of Terra Novan space and one step closer to rest and relaxation.

"Your caffeine, Captain." The dull baritone voice of a Maxwell-class GREL broke Alexei's reverie, the old captain already thinking of his family back at the ship's original berthing station on Home.

"Spasiba," the captain slurred with fatigue as he accepted the small ceramic cup. He normally wasn't so familiar with GRELs, but Soldier Voronezh had been with him for months already, and strained logistics meant that the usual cycling of GRELs from ship duty stations didn't occur. Besides, Alexei Bernikov had grown used to this GREL, protocols be damned. He was a fine part of the crew, and anything that made the ship more efficient was a boon regardless of what Party policy dictated.

"Anything else for you, Captain?"

"No, no. I have to stay awake for the jump." Alexei sighed, looking through the forward viewscreen at the gate coming into focus.

"Forgive me, Captain, but if you require rest the Executive Officer-"

"No, I had thought about it, but… the jumps play havoc with my stomach. I'd rather be awake." The captain paused, nodding towards the rest of the crew seated at their stations. "Besides, it's good for the ship to see the captain at the helm."

"Captain?" the GREL questioned. He did not understand. Of course, thought Alexei, a GREL might not. Perhaps one of the Jan command-class would, but each had their limitations.

"Forget it. Human thing." The captain waved a gloved hand, dismissing what some of his subordinates called his 'pet GREL'. He scoffed at the thought. A chirping alarm sounded from a duty station, shaking off the captain's tired expression. "Number two, report."

"Energy readings indicate activation of the gate," his operations officer, a new woman from Samarkand, answered as her hands flew across a display.

"I gave no such order." Alexei's voice was stern.

"It's not us, Captain."

"Is this scheduled? *Vitolya* was next in the flight line for departures. She's old, but not that old." Some of the human crew chuckled at their Captain's dark humor. Before the bridge display, electric light buzzed around the gate itself before a black void appeared. The prow of a ship came into view, and was trudging out of the blackness of the Tannhauser hole… at cruising speed. "What the…?"

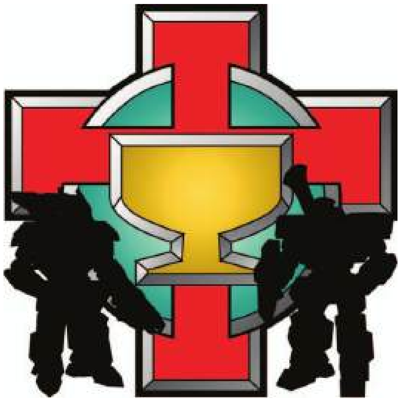
"IFF confirmed, CEF vessel *Admiral Denikin* has made entry."

"What? I've never heard of her." Alexei furrowed his brow, thinking through his old memory, then paused. "Wait… no. She's nearly as old as us. Forget it, hail her. I want to welcome her captain to his new worst duty station." The crew chuckled again as the captain's comm display rang. No answer came. "Number two…?"

"The hail went through, Captain. No answer—" The Operations Officer was cut short by warning displays going off across the entire bridge, threat indicators overlaying on the bridge display and the vessel before him. Its weapons were online… and hot.

"Battle stations! All hands, sound general quarters!" the captain shouted, a sudden fear gripping his stomach. It was far too late; the flashes of weapon discharges and the telltale trails of missile salvoes were already rippling out from the weapon ports across the other ship. Invisible strands of light cut through the void and ripped into the Vitolya. The bridge display shattered as alarms were drowned out by the rushing of air and explosive decompression.

As his blood began to vaporize from the vacuum of space rupturing his body, Alexi had just enough time to register the golden chalice atop a red cross on a teal roundel that had replaced the CEF insignia on the *Admiral Denikin*.



QUICK REFERENCE

DICE ROLLS

DIfficulty - Result needed to suceed at a roll without penalty.

- Below 3 – Nearly Automatic
- Dif 3 – Trivial
- Dif 4 – Simple
- Dif 5 – Routine (Default)
- Dif 6 – Challenging
- Dif 7 – Formidable
- Dif 8 – Heroic
- Dif 9 – Nearly Impossible
- Dif 10 - Can be resolved by the Director as impossible.

Threshold Number (TN) - Minumum result needed on a d6 for it to increase the highest d6 by 1. TN starts equal to difficulty for independent rolls. For opposed rolls it starts at a 5.

Challenge - An imposed narrative effect that removes dice from a dice pool.

Penalty - A rule effect that removes dice from a dice pool.

Reliable/Unreliable Dice - Roll the indicated number of extra dice during a skill test. Discard a number of the lowest (for Reliable) or highest (for Unrelaible) dice equal to the number of dice added.

Damage Results - Damge effects sustained by an actor. Each will usually have a narrative effect.

SKILL TESTS

Skill Tests use 1 + Skill Level +/- Modifiers for the number of Dice.

Use DIfficulty for a TN if its an independent roll.

Roll dice and pick out the single highest d6.

Each other d6 that meets or beats the TN increases the highest d6 by 1.

Apply any additional effects.

Compare the result to the difficulty or targets roll and determine results.

For independent rolls

- MoS 5 or better – Exceptional Success, significant bonus effect(s).
- MoS 3 to 4 – Major Success, major bonus effect(s).
- MoS 1 to 2 – Solid Success, small bonus effect(s).
- MoS 0 – Marginal Success, no additional effect(s).
- MoF 1 to 2 – Lesser success, small penalty(s) OR failure with no penalty.
- MoF 3 to 4 – Major Failure, noticeable and relevant penalty(s).
- MoF 5 or worse – Catastrophic Failure, significant penalty(s).

For Opposed Rolls

- MoS 5 or better – Exceptional Success, significant bonus effect(s)
- MoS 3 to 4 – Major Success, major bonus effect(s)
- MoS 1 to 2 – Solid Success, small bonus effect(s)
- MoS 0 – Marginal Success, no additional effect(s)
- MoF 0 – Minimal Success, no additional effect(s)
- MoF 1 or Worse - Failure, target is unaffected.

Attacks or opposed rolls called for as part of equipment do not impose additional effects aside from their listed effects or damage.

DOMAIN EXPERTISE

- If a character has at least 6 skill levels from skills in a domain they gain a reroll on one skill test when using a skill in that domain per session.
- If a character has at least 9 skill levels from skills in a Domain they gain Convet (Doubles).
- If a character has at least 13 skill levels from skills in a domain they gain TB:1 on skills in that domain.

SKILL FAMILIARITY

Skills with which a Character has Skill familiarity gain 1 Reliable Dice.

DAMAGE

Damage = MoS + DAM - ARM

- Damate Results:
- Anger
- Blinded
- Burns
- Deafened
- Dehydrated
- Encumbered
- Fractured Bones
- Guilt
- Internal Bleeding
- Intoxicated
- Knocked Out
- On Fire
- Rattled
- Paranoid
- Poisoned
- Prone
- Starving
- Stunned
- Terrified
- Wounded

For vehicles:

- Computer System Damage
- Coolant System Damaged
- Crew Injured/Killed
- Damaged Actuators/Steering
- Damaged Arm
- Damaged Leg
- Damaged Optics
- Engine Damage
- Fuel Leak
- Hull Damaged
- Its Gonna Blow
- Knocked Over
- Movement System/SMS Damaged
- Unstable
- On Fire
- Secondary Explosion
- Weapon Destroyed

INTERMISSION

Intermission require at least 8 hours of downtime. Every full 1 hours spent in an intermission allows characters to select 1 intermission action.

- Rest and Recouperate
- Collect Intel
- Develop Contacts
- Maintenance and Repair
- Tinker and Upgrade
- Medical Attention
- Training
- Work an Attribute
- Aquire
- Get Into Trouble
- Special

SENSOR CAPABILITIES

With a standard sensor system, a user can:

- Determine movements of up to dog sized creatures so long as they are not blocked by hills, heavy buildings, or dense foliage.
- Determine the movements of car sized and larger vehicles through anything but heavy cover. The actor type of the vehicle can be identified immediatly. Exactly what it is is identifiable at half the sensor range.
- Measure ranges accurately to anything up to the visual horizon.
- Determine the length of time to reach anything it can see within a small margin of error (piloting, or difficult ground may affect that time).
- Use Low-Light and IR cameras to see in the dark, and project lights (natural or IR) to see in zero light situations. Low-Light ignore any penalty for darkness. IR gives a TP:2 to any attempt at stealth or camouflage by an enemy that is not protected from IR.
- See through ordinary smoke and fog so long as heat vision would reveal targets.
- Pick up enemy sensors operating by radar, laser, IR, or sonar.
- Instantly and accurately determine the point of fire from any direct fired weapon.
- Determine when an enemy lock has occurred from targeting lasers.

Recon level or higher sensors can also:

- Make use of magnetometers to find buried mines, concealed vehicles, or metal booby traps.
- Make use of Geiger counters to track fusion vehicles or determine if particle accelerators were recently fired in an area.

POSTURE

Actors must select a posture at the start of their activation. This posture lasts until the start of their next activation.

Stationary - No moves, cannot attempt to dodge.

Braced - No moves, gains a bonus to attacks but penalty to dodes.

Dug-In - No moves but grants and ARM bonus

Standard - 1 move.

All Out - 2 moves, penalty to attack but bonus to dodge.

Top Speed - 2 moves, no actions but double MR.

ACTION TYPES

Actors get 4 basic actions during their activation. Must declare all of them and all moves before resolving them. Each action declared applies a -1d6 penalty to all actions taken unless an action point is spent.

Actors can Focus by spending 1 action point to gain +1d6 to a roll.

Basic Actions - Normal action.

Reflexive Actions - Actions made to resist opponents actions. Just done to resist damage.

Reactive Actions (Reactions) - Actions made in response to opposing actions, can be attacks.

Free Action - Does not count as an action for Reactions or multiple action penalties.

Full Round Action - Action that can only be done if its the only action being done.

COMMON ACTIONS

- Attack
- Forward Observe
- Hide
- Reload
- Plant Min
- Patch
- Smoke
- ECM Hack
- ECM Jam
- ECM Defense
- Aim
- Enter Vehicle
- Help

Some example Reactions are:

- Retaliate
- Fire Mission
- Counterstrike
- ECM Jam
- ECM Firewall
- Evasive Maneuvers
- Flee
- Pursue

COVER

AMOUNT OF COVER

- **Partial Cover** - Partial cover is when only part of an actor's profile is covered or obscured from another actor's LOS. Partial cover provides a +1d6 bonus for defense rolls against all types of attacks except electronic warfare.
- **Full Cover** - An actor has full cover when their profile is completely covered or obscured from another actor's LOS. What is providing the cover determines how much protection it renders against incoming attacks. Full cover grants +1d6 to defense rolls like partial cover if the target can still be attacked.

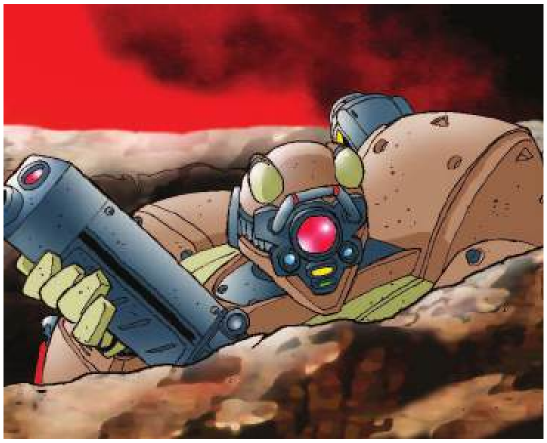
Terrain features are broken down into light, medium or heavy. This determines if weapons can fire directly through full cover and if sensors can lock onto a target behind full cover.

TYPE OF COVER

The type of cover an object is determines if certain attacks or Actions can be taken against an Actor hiding behind it.

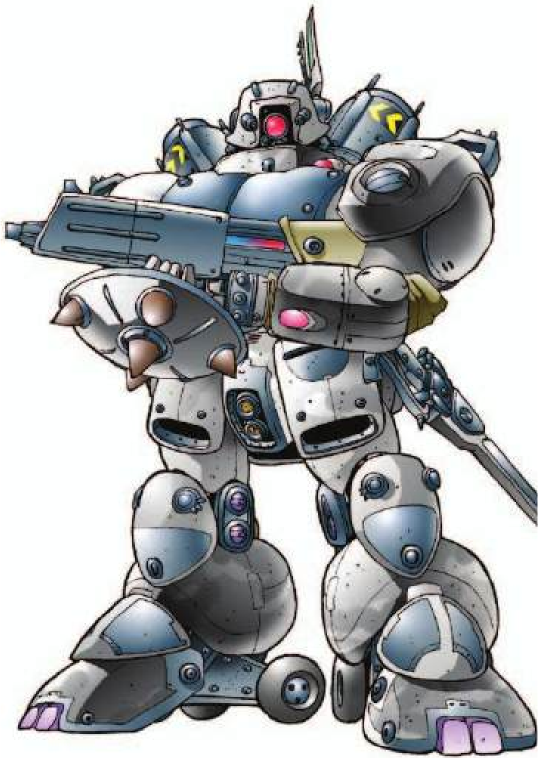
- **Light Cover -** Light cover represents things that obscure the target but won't stop or slow a bullet. Examples include fog, bedsheets and thin drywall. When an actor has a sensor lock on an enemy actor (or point) behind full light cover, the actor can still attack the enemy actor or point. The target will still benefit from the +1d6 cover bonus to defense rolls for partial cover.
- **Medium Cover** - Medium cover follows all the rules for light cover except targets behind full medium cover cannot be attacked with Direct, Proximity or Melee weapons.
- **Heavy Cover** - Full heavy cover prevents sensor lock from being aquired on targets behind it and those targets cannot be attacked by Direct, Proximity or Melee weapons.

Type of Cover	Examples
Light	Small to medium trees, wooden building or fence, bushes
Medium	Small to medium sized nonmilitary buildings, concrete barriers, armored car door, sandbags
Heavy	Military buildings, large civilian structures, boulders/rocky terrain

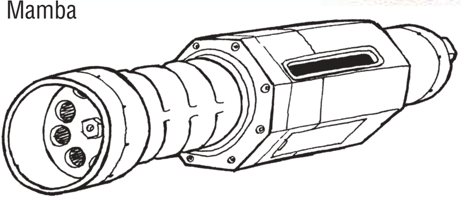


Ranged Attacker Modifiers	
Situation	Modifier
Attacker Braced/Dug In	+1d6
Attacker in Target's Rear Arc	+1d6
Weapon has Burst:X Trait	+Xd6
Attacker is Elevated	TB:1
Attacker in All-Out Posture	-1d6
Target in Sub-Optimal Range	-1d6
Target is a Secondary Target	-1d6
Attack is an Indirect Attack	-1d6
Attacker uses Focus	+1d6
Attack is a FIre Mission Action	+1d6
Attacker is Aiming	+Xd6

Ranged Defender Modifiers	
Situation	Modifier
Target is at All-out/Top Speed Posture	+1d6
Target is at Braced/Dug-In Posture	-1d6
Target is in an ECM Defense Bubble	+1d6
Target in Partial Cover	+1d6
Target in Full Cover	+1d6



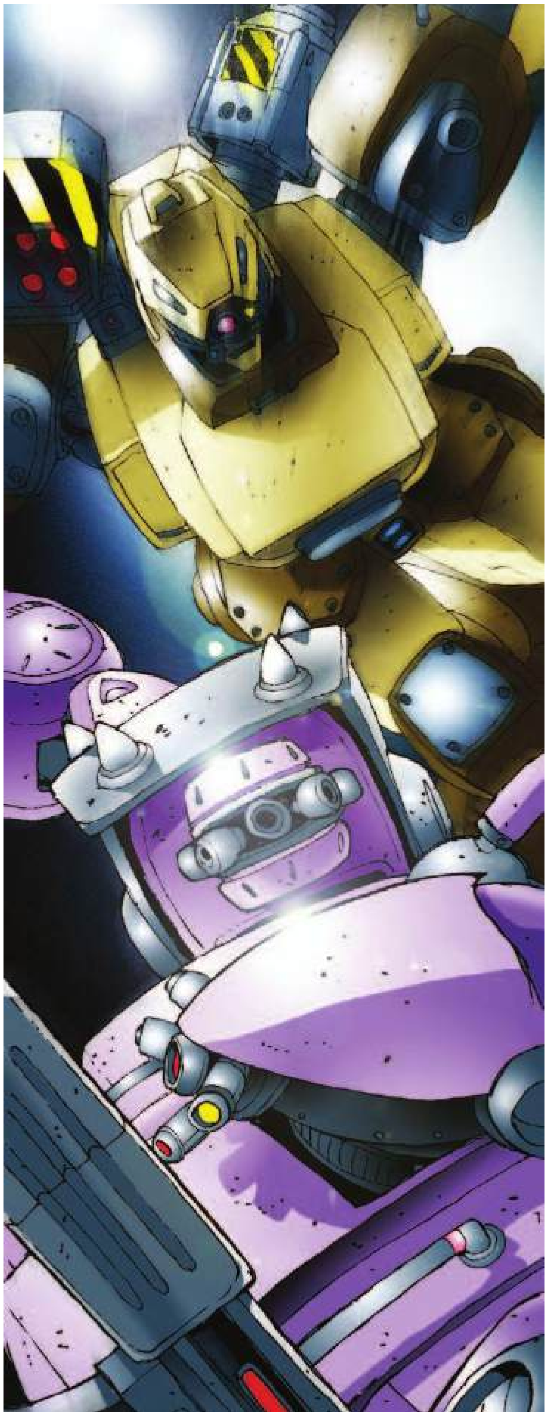
Black Mamba



Heavy Machinegun

Melee Attacker Modifiers	
Situation	Modifier
Attacker Armed, Defender Not Armed	+1d6
Attacker at All-Out/Top Speed Posture	-1d6
Attacker in Target's Rear Arc Posture	+1d6

Melee Defender Modifiers	
Situation	Modifer
Defender has Partial Cover	+1d6
Defender has Full Cover	+1d6
Defender has a Shield/Buckler	+1d6
Defender is at All-Out/Top Speed Posture	+1d6
Defender is at Braced/Dug-In Posture	-1d6



CONVERTING OLDER CONTENT

This section covers how to convert characters and vehicles from Heavy Gear 2nd Edition.

CHARACTER CONVERSIONS

Character Attributes convert into Aptitudes/Quirks/Adversities and Perks/Flaws.

Aptitudes/Quirks/Flaws are determined from a characters personality and any attributes not used below. This is not a mechanical process but a decision making process. The character should have at least 1 of each and the 1 additional aptitude, quirk, or adversity for a total of 4. These are personality traits and attitudes but can cover physical aspects is they are based on AGI, CRE, KNO, PER or PSY. These can also use the derived attributes.

Perks/Flaws convert based on the pervious version attributes. Each 4th Edition perk/flaw is listed below with the previous attribute that associates with it. If that attribute is +1, they gain the Level 1 perk and if its -1 they gain the Level 1flaw. If it is greater than +2/-2 then the Level 2 perk or flaw is added.

- ▷ Attractive/Unattractive (APP)w
- ▷ People Person/Socially Inept (INF)
- ▷ Strong Willed/Weak Willed (WIL)
- ▷ Strong/Weak (FIT)
- ▷ Tough/Fragile (BLD)

The only derived wtat that is used is STA. If a character's STA is 45 or greater, they gain +1 Toughness.

Skills convert over to the following domains: the specializations are based on narrative aspects of the characters. For some skill like Swimming this is easy, Athletics (Swimming) for others this may require some thoughts. If multiple domains are listed select one. Skills with no listed specialization must still select a specialization but it has no prescribed conversion. The level of each skill is equal to the level.

Equipment is converted over as close as possible. Things like a light flak vest are easy, while weapons need to convert to the L/M/H format. In this case consult the previous version rules and determine if the weapon is the smallest version (Small) or the largest version (Heavy). If it is not the smallest or largest then it is medium sized. Weapons that do not have easy sizes like vibro knifes are assumed to be light.

> *Example; This example will convert Miranda Petite, a character seen in Operation Jungle Drums. Converrting Perks and Flaws for Miranda we see she gets Attractive Level 1 (APP 1), Fragile Level 1 (BLD -1) and Strong Level 1 (FIT 2). Her STA of 25 does not confer +1 Toughness.*
>
> *Reading her summary and looking at her other stats, she was assigned Child Prodigy (Advantage), Agile (Advantage), Competitive (Quirk) and Hot Headed (Adversity).*
>
> *Miranda's skills are converted as follows:*
>
> *Level 1 Skills: Athletics (Olympian), Showmanship (Dance), Electronic Warfare (Heavy Gear Systems), Medicine (First Aid), Gunnery (Heavy Gear), Melee (Hand to Hand), Showmanship (Unit Leader), Stealth (Special Forces), Athletics (Swimming) and Tactics (MILICIA Military Tactics)*
>
> *Level 2 Skills: Acrobatics (Gymnist), Electronic Warfare (Data Protection), Awareness (Dodge), Culture (Anglic Speaking), Gunnery (Small Arms) and Survival (Evasion)*
>
> *Level 3 Skills: Pilot (Heavy Gear)*
>
> *Her equipment converts to Stealth Suit (Light Flack: Arm+1, Task Assist: +1d6 to stealth attempts, Difficult to repair), Dog tag, Silver Protector ID (Badge), 2 x LHG: Fragmentation, Pocket Knife [G] (L Knife), Military Comm Set, Night Vision Goggles, Sifka pistol, 4 x radio flare [G], Jungle Survival Kit, Individual First Aid Kit, Survival Poncho [G] (Standard Camouflage), Vibro Machete (M Vibro Blade) and Military Mod.*
>
> *She would probably want to add a Pilot Suit as well but that is not listed in her original gear.*

VEHICLE CONVERSIONS

When converting vehicle, the first step is to determine if an existing vehicle is identical or close enough. If a vehicle exists but has different weapons, simply apply the different weapon loadout.

For vehicles that do not have an existing vehicle, find the chassis the original vehicle is and start with the base variant of the chassis and strip it however do not change the slots. Add in the equipment, or nearest equipment to what the vehicle in the older edition had. Not every piece of equipment is recreated 1:1 so some adjustments may need to be made or functionality added or lost. All VH and VL weapons become H and L. Otherwise size stays the same.

Weapons are converted over directly ignoreing any /#'s seen on things like MRP/18. For the following weapons, use the conversion below. The new code indicates which weapon in 4th edition should be used.

Original Weapon	Old Code	New Code
Disposable Pack Gun	DPG	SMG
Anti-Personnel Mortar	APM	FM
Sniper Laser Cannon	SLC	LC
Anti-Gear Missle	AGM	ATM
Gatling Laser	GLC	RL
Mauler Fist	MF	CW
Chain Sword	CS	CBL
Vibroax	VA	VB
Self-Destruct Grenade	SDG	AVG
Piston Punch	PP	SG

Once this process of adding in the equipment and weapons has been completed, use the TV calculator in the Director's Guide to estimate the TV. If any abilites or equipment is added that has no TV list and improves the combat capability of the vehicle, increase the TV by 1.

ADVENTURE CONVERSIONS

Adventrues convert over almost exactly. The only thing of note is that low difficulty rolls are much easier in 4th edition than in 2nd edition.

Skill	Domain	Specialization
Acrobatics	Athletics	Acrobatics
Aircraft Pilot	Pilot	Aircraft
Animal Handling	Hard Science	Animal Handling
Archery	Gunnery	Bows
Athletics	Athletics	-
Bureaucracy	Institutions/Business	-
Business	Institutions/Business	-
Camouflage	Craft/Stealth	Camouflage
Combat Sense	Awareness	Battlefield
Communications	Electronic Warfare	Data Protection
Computer	Electronics	Computers
Cooking	Craft	Cooking
Craft (Specific)	Craft	Specific
Dance	Showmanship	Dance
Demolition	Tactics/Survival	Explosives
Disguise	Stealth	Disguise
Dodge	Survival/Tactics/ Awareness	-
Drive	Pilot	Ground Vehicle
Earth Sciences	Hard Science	Earth Science
Electronics Design	Electronics	-
Electronic Warfare	Electronic Warfare	-
Electronics Design	Electronics	-
Etiquette	Culture	Social Etiquette
First Aid	Medicine	First Aid
Foreign Language (Specific)	Culture	Specific Language
Forgery	Craft/Stealth	Forgery
Forward Observing	Awarenss/Electronic Warfare	Forward Observation
G-Handling	Medicine	High Gee Ops
Gambling	Culture	Games of Chance
Gunnery (Specific)	Gunnery	Specific
Haggling	Business/Influence	Haggling
Hand-to-Hand	Melee	Unarmed
Heavy Gear Architecture	Mechanics	Heavy Gear
Heavy Gear Pilot	Pilot	Heavy Gear
Heavy Weapons	Gunnery	Heavy Weapons
Human Perception	Social Science	Body Language
Interrogation	Influence	Interrogation

Skill	Domain	Specialization
Intimidate	Influence	Intimidate
Investigation	Investigation	
Law	Institutions	Legal Systems
Leadership	Influence/Tactics	Team Leader
Life Sciences	Hard Science	Biology
Literature	Culture	Bookworm
Mechanical Design	Mechanics	Mechanical Engineeing
Mechanics	Mechanics	Repair
Medicine	Medicine	Choose one
Melee	Melee	Choose A Weapon
Music	Culture	Music
Naval Pilot	Pilot	Watercraft
Navigation (Specific)	Survival	Specific
Notice	Awareness	
Parachuting	Survival	Rapid Egress
Physical Sciences	Hard Science	Physical Science
Psychology	Social Sciences	Psychology
Riding	Piloting	Animal
Security	Electronic Warfare	Security
Seduction	Influence	Seduction
Sleight-Of-Hand	Stealth/Showmanship	
Small Arms	Gunnery	Small Arms
Sniping	Gunnery	Sniper
Social Sciences	Social Sciences	-
Space Pilot	Pilot	Spacecraft
Stealth	Survival/Tactics	-
Streetwise	Culture	Streetwise
Strider Pilot	Stroder	Strider
Surivival	Survival	-
Swimming	Athletics	Swimming
Tactics	Tactics	<Faction> Tactics
Teaching	Influence	-
Theatrics	Showmanship	In Person Performance
Throwing	Athletics	Throwing
Tinker	Craft/Mechanics	Tinker
Visual Art	Culture	Visual Arts
Zero-G	Tactics	Zero Gee Training

EXAMPLE APTITUDES, QUIRKS AND ADVERSITIES

Listed below are numerous personality traits that can serve as an Aptitude, Quirk or Adversity.

Absent-minded (Distracted, Inattentive): This person has issues with remembering things that are important to others. They often appear distracted or have trouble paying attention to things.

Adaptable (Adjustable, Flexible): The character can adapt to situational changes better than others. They tend to "go with the flow" and are capable of changing tactics and directions on the fly.

Adventurous (Courageous, Daring): This character seeks out thrills and adventure, sometimes to the detriment of others. Tend to drag those with them into situations, but also can come out on top.

Aggressive (Assertive, Forceful): This person sees something they want and goes for it at the exclusion of all else. This means they can work with a team, but typically go after their target at the exclusion of all else.

Ambitious (Determined, Motivated): Some people know when to exploit an opportunity, and these characters can do just that. They tend to go above and beyond, sometimes to the point of forgetting the rest of their team.

Angry (Irritated, Mad): A character like this tends to be upset with something all the time. Little things can be a trigger that sets them off.

Antisocial (Harmful, Rebellious): This person doesn't tend to get along well with others. They can be loners, or those who rise against societal norms.

Anxious (Impatient, Nervous): This character tends to overthink or generally have an anxiety reaction to many situations. They often come across as jumpy to others.

Appreciative (Grateful, Supportive): The acts and gifts of others cause this person to have a strong emotional response. This can lead to them helping others in response.

Arrogant (Egotistic, Overconfident): This person believes themselves better or more intelligent than others over certain topics.

Athletic (Energetic, Physical): This character uses their body either to maintain their health, engage in more physical contact or even to get things done.

Attractive (Charismatic, Charming): This persons combination of personality and appearance causes many others to view them as desirable to be around.

Authoritative (Commanding, Imposing): This character seemingly radiates a commanding presence that can be overwhelming to others at times. They are willful but can also be welcome during a crisis.

Barbaric (Brutal, Cruel): This person acts in a way to deliberately harm others.

Benevolent (Compassionate, Generous): A general desire to help others causes this person to do as much as possible for others.

Boisterous (Animated, Lively): This character is loud and their presence is impossible to miss.

Brilliant (Exceptional, Imaginative): This person is incredibly smart and intelligent. While not always trained, they can think their way through many situations and problems.

Calculating (Analyzing, Assessing): Every action or decision this character makes is thought through and all options considered.

Callous (Heartless, Pitiless): The misfortune of others is not a concern for this person.

Calm (Relaxed, Peaceful): This person exudes a sense of serenity.

Careless (Rash, Reckless): The consequences of this characters actions do not get considered in this person's decision making.

Caring (Kind, Loving): This person's compassion and concern for others makes others relax and be more comfortable around them.

Cautious (Alert, Careful): This person is always looking for possible trouble but not the point of being obsessive. They tend to be calculating and avoid dangerous situations or focus so much on one thing they forget everything else.

Cheerful (Lively, Joyful): This character has a generally positive outlook on life and is overall happy.

Childish (Immature, Juvenile): This character's mentality is on par with a child or immature individual.

Clear-headed (Decisive, Logical): Stress and problems do not cause this person to get flustered. They can think under pressure.

Clever (Intelligent, Witty): This person is good at come up with unexpected or less than obvious solutions and responses.

Clumsy (Blundering, Ungainly): This character has a habit of running into things and generally causing a mess around themselves.

Competitive (Driven, Useful): This person must be the best or among the best at their chosen task.

Compulsive (Irrational, Neurotic): Certain moves and behaviors this character performs are pointless or repetitive.

Confident (Poised, Secure): This character knows what they can do and more importantly what they cannot do.

Conformist (Orthodox, Traditional): Things have always been done a certain way and this character has no intention of every breaking that trend.

Confused (Bewildered, Puzzled): Tracking the nuances of a situation is often hard for this person. They can be easily disoriented in conversation as well.

Considerate (Respectful, Sympathetic): The thoughts and feelings of others are a major factor in this person's decision making.

Courageous (Brave, Daring): Even in the face of danger or extreme hardship, this character does not lose hope.

Courteous (Polite, Well-Mannered): This person is very attentive to their manners and how they present themselves to others.

Cowardly (Gutless, Spineless): This character will react out of fear or a lack of conviction, often when others need them most.

Crazy (Bizarre, Ridiculous): This character's actions and words cause others view them as a little unhinged, strange, or just generally odd.

Creative (Imaginative, Innovative): Novel solutions and new ideas come fairly easy for this person, even if they don't always work.

Crude (Crass, Offensive): This character doesn't know when to keep their mouths shut, and when they open them, people tend to want to close them – with their fists.

Cultured (Civilized, Sophisticated): This character is used to the finer things in life. They know what they are missing while away from civilization.

Curious (Probing, Snooping): Not knowing something, even if they shouldn't know it, really bothers this character, and they will act to find out what they are missing.

Cynical (Distrustful, Skeptical): This person doesn't believe others or their intentions.

Decadent (Corrupt, Debauched): Money and power has affected this person, and they want to collect and use as much as possible.

Deceitful (Dishonest, Lying): This character is a compulsive liar and will refuse to tell the truth even in the face of consequences.

Dedicated (Devoted, Staunch): This person will see though any task they take up with little regard for the cost.

Delicate (Fragile, Sensitive): This character's self respect, sense of worth or general emotional state are not sturdy enough to withstand those attempting to destroy them.

Demanding (Insistent, Needy): This person always needs something and needs it right now.

Depressed (Miserable, Unhappy): This person's mental state is not in a good place. They are generally down on life and their circumstances.

Desperate (Eager, Impatient): This character cannot wait for something to happen, they must act now.

Destructive (Detrimental, Harmful): This person's actions often damage themselves or the world around them though this is not always deliberate.

Devious (Cunning, Tortuous): This character is good at coming up with sneaky or otherwise well hidden plans and activities.

Dignified (Noble, Respectable): This person holds themselves to a high standard even in the face of extreme situations.

Dirty (Filthy, Grimy): Poor physical hygiene or perhaps a mind that comes up with disgusting things result in this character being less than well received at times.

Disciplined (Controlled, Restrained): This character exercises good self-control no matter the situation.

Discourteous (Impolite, Uncivil): This person acts or speaks in a way that is delibrately designed to cause offense to others.

Discrete (Modest, Subtle): Doing things in plain sight and not being spotted are relatively easy for this person.

Dishonorable (Amoral, Shameful): A person who acts selfishly or in a shameful manner. This character may have few, if any, ethics, or moral quandaries.

Disloyal (Treacherous, Untrustworthy): This person has broken their oath or faith with another person.

Disobedient (Insubordinate, Rebellious): This character rejects the authority of other and will act out against that authority.

Disorganized (Chaotic, Disordered): This person loses track of things easy and often operates in a more ad hoc manner.

Disrespectful (Impolite, Rude): This character will act and speak in a way that will upset or offend others. This is either intentional or they don't care about the effects they have on others.

Disruptive (Troublesome, Unruly): This person causes hardship on others due to their actions. The effect of their actions is not always intentional and they may be unaware of those consequences.

Disturbing (Frightening, Ominous): The words, actions or mere presence of this character can cause others to experience anxiety and even fear.

Dogmatic (Narrow-Minded, Strict): A well defined set of rules dominates this person's life, and they refuse to look beyond them.

Domineering (Forceful, Intimidating): This character takes a dominant role in conversation and interaction. They take charge, sometimes in a forceful way.

Dramatic (Staged, Theatrical): Everything is a big deal for this character, even if others wouldn't even be concerned over it.

Droll (Comical, Witty): Snappy comebacks and well timed jokes are common reactions for this character.

Dull (Dry, Unremarkable): Boring and bland, this character's most remarkable feature is they are totally unremarkable.

Dutiful (Loyal, Obedient): This person has a job or a duty to someone and will see that upheld.

Earnest (Intense, Sincere): This character really means what they say in a way that can come across as pushy or in your face.

Easily Discouraged (Dejected, Melancholic): Minor disruptions or obstacles will cause this character to lose hope.

Educated (Learned, Scholarly): A formal general education grants this person a working knowledge of many subjects. While not an expert, they are at least passingly familiar with topics.

Efficient (Economical, Resourceful): Waste and unnecessary efforts are foreign concepts for this character.

Elegant (Graceful, Tasteful): This characters body language and appearance give the sense of grace and serenity.

Eloquent (Articulate, Well Spoken): This character comes across as professional and generally verbally presents themselves well in a clear manner.

Emotional (Expressive, Passionate): This character's emotions can get the better of them when it comes to subjects they care about.

Empathetic (Feeling, Vicarious): This person is in tune with the thoughts and feelings of others. They can read emotions very well.

Enigmatic (Inscrutable, Mysterious): This person does not present much to others which leads others to fill in the gaps, often with less than realistic answers.

Enthusiastic (Eager, Keen): When this person sets their mind to something, they go all in and are sometimes pushy to get it done.

Envious (Jealous, Spiteful): The status of others causes this person to develop resentment or desire for the same.

Erratic (Inconsistent, Unreliable): The most consistent trait of this person is that they are unpredictable. This can be good in some cases but in others it comes at the cost of others.

Excitable (Hasty, Impulsive): This person sees a new task or opportunity and will jump on it with little or no thought to what consequences may happen.

Extravagant (Excessive, Sepndthrift): A lack of money or resources is not a concept this character understands. Only the best is acceptable.

Extreme (Extremist, Severe): There is no outcome except the most extreme that is acceptable to this person.

Fair (Impartial, Reasonable): A just outcome matters to this person. They will discuss any potential issues with all parties and come to a mutually beneficial outcome.

Faithful (Committed, Constant): This person is someone others can rely upon to see things done or be there when they need them.

Faithless (Fickle, Unfaithful): This person does not rely on the faith of others and does not reciprocate the faith.

Fanatical (Overly Enthusiastic, Zealous): Whatever this character believes about a topic, they are extremely devoted to it and fully support it.

Farsighted (Prudent, Visionary): Long term planning is this character's strength.

Fatalistic (Defeatist, Hobbesian): Convinced of their imminent mortality or the mortality of others, this character believes that they are doomed.

Fearful (Afraid, Terrified): This character has a severe anxiety reaction to many situations which affects their decisions making in stressful situations.

Firm (Definite, Resolved): This character, once a decision is made, will not change their mind or allow others to deviate from the plan.

Flamboyant (Colorful, Flashy): This person's appearance and body language deliberately makes a statement that draws the attention of others.

Flexible (Compliant, Easy-Going): This character goes with the flow and is willing to change plans as needed.

Focused (Centered, Concentrating): This person tunes out the surrounding world when working hard on a task.

Forgetful (Neglectful, Wandering): Remembering things isn't this character's strong suit. Things can slip their mind easily.

Forgiving (Merciful, Tolerant): This person is willing to forgive those that have wronged them.

Formal (Ceremonial, Proper): Adhering to decorum or rituals, the character often finds comfort in ceremonial acts like prayer or proper behavior.

Forthright (Outspoken, Up Front): Blunt and to the point, this person does not waste words or hide their thoughts.

Fraudulent (Deceptive, Fake): This person deliberately puts on a facade to convince others that something is different than it really is.

Freethinking (Independent, Open-Minded): Contrarian and not bound by the norms of society, this person will consider or do almost anything no matter how odd.

Freewheeling (Carefree, Drifting): This person does things their own way, going from place to place with no care in the world.

Friendly (Sociable, Welcoming): This person is willing to talk and make friends with anyone.

Frivolous (Shallow, Trivial): This person is obsessed with things that don't matter to others in the real world.

Frugal (Stingy, Thrifty): No bargian is good enough for this person. The less they have to spend the better.

Fun-loving (Outgoing, Playful): Enjoying their time and having fun matters a lot to this person.

Gallant (Heroic, Valiant): This person wants to do the right thing, even if it's very dangerous.

Gentle (Mild, Tender): A kind word and reassuring hand on the shoulder allow this person to calm and relax others.

Genuine (Real, Honest): This person is an open book for others and will often call it like they see it for others.

Glamorous (Dazzling, Fashionable): Personal appearance and being noticed for their appearance are important to this person.

Gloomy (Blue, Low-Spirited): This persons outlook on life is pretty negative and it has affected their motivation.

Good-natured (Pleasant, Genial): Others find this character nice to be around and generally possible.

Graceless (Bumbling, Clumsy): This person is clumsy and will often make a mess of things.

Gracious (Cordial, Tactful): Even in the face of someone they don't like, this person is polite and handles themselves well.

Greedy (Covetous, Selfish): The accumulation of objects for themselves drives this person.

Grim (Bleak, Dire): This person is very fatalistic and always prepares for the worst outcome.

Gullible (Trusting, Naïve): This person will believe almost anything said to them by those they consider more knowedgeable then themselves

Hardworking (Industrious, Reliable): This character will put in the extra effort and work to get things done.

Hateful (Detestable, Unbearable): This person seemingly makes an effort to find things to not like about people, things or situations.

Hedonistic (Decadent, Pleasure-Seeking): Seeking thrills of the mind and body are very important to this person.

Helpful (Cooperative, Effective): This character is always there to lend a hand to those in need.

Hesitant (Shy, Uncertain): The pressure of making decisions or being the center of things causes this person to not speak up or avoid making decisions.

Honorable (Righteous, Upright): A code of honor or ethics drive this character to act in a very specific way.

Hostile (Antagonistic, Unfriendly): This person makes enemies quickly and has few friends. Their attitude causes them to treat others as potential threats.

Humble (Meek, Quiet): This person does not call attention to themselves or their accomplishments.

Humorous (Amusing, Funny): A good sense of humor allows this person to come across as funny and even defuse tense situations.

Hurried (Rushed, Pressured): Everything this character does is done in a hurry.

Hypnotic (Magnetic, Soothing): This persons presence or voice can pull peoples attention towards them and help them tune out their surroundings.

Idealistic (Principled, Romantic): This person will often see the best in others or the best possible outcome of an action.

Idiosyncratic (Eccentric, Particular): Either by physical or behavioral tendencies, this person comes across as a little off to others.

Ignorant (Inexperienced, Unfamiliar): Due to a lack of real world experience, this character does not know many of the things expected of them.

Imitative (Trite, Uninspired): This person is allergic to coming up with original ideas themselves.

Impassive (Expressionless, Unemotional): Despite what is going on inside, this person is good at keeping a bland and neutral appearance at all times.

Impersonal (Aloof, Detached): This person comes across as distant, which prevents emotional connections and personal relationships.

Impressionable (Pliable, Suggestible): The ideas of others, no matter how bad, often hold a lot more sway with this person than others.

Inconsiderate (Thoughtless, Uncharitable): This person will act in a way that hurts or inconveniences others without thinking.

Incorruptible (Just, Moral): This person is convinced of what is right in the world and will not compromise those standards for anything.

Indecisive (Vacillating, Wavering): Perceived pressure or overanalysis causes this person to refuse to make decisions no matter how trivial.

Individualistic (Personal, Unique): Being themselves, even if it is odd to others, is the hallmark of this persons life.

Indulgent (Doting, Pleasure-Seeking): This person has a desire to experience all that life has to offer, even if it is too much for them and others to handle.

Inhibited (Repressed, Self-Conscious): This person refuses to fully reveal themselves to others out of fear or insecurity about themselves.

Inoffensive (Bland, Innocuous): Boring and uninteresting, this person is easy to overlook even if they are the only person in the room.

Insecure (Exposed, Vulnerable): Past trauma or experiences have left this person afraid or concerned about their situation.

Insensitive (Unresponsive, Unmoved): The pain and suffering of others means nothing to this character and they will not respond in any way.

Insightful (Aware, Intuitive): Lateral thinking and reading the situation is this person's strength.

Insincere (False, Two-Faced): This person deliberately acts in a way counter to their actual personality. They will take advantage of others by using this.

Insouciant (Casual, Nonchalant): While not a joker, this person has a habit of not taking things seriously.

Insulting (Disdainful, Scornful): Deliberately using inflammatory comments about topics is what this person is known for.

Intolerant (Prejudiced, Xenophobic): This person is part of a group and treats others outside that group with hostility and suspicion. They believe the stereotypes.

Invisible (Hidden, Unnoticed): This character is good at hiding in plain sight or being overlooked.

Irresponsible (Negligent, Unconcerned): The decisions this character makes are often made with little or no regard to the consequences.

Irreverent (Derisive, Mocking): Nothing is sacred to this character and they will make fun or act in a way that offends others.

Irritable (Cantankerous, Ill-Tempered): Quick to anger, this character makes others walk on eggshells around them.

Knowledge (area of focus): This attribute can cover any area of knowledge from broad sciences to narrow fields of interest.

Lazy (Idle, Slothful): This character is unwilling or unable to do things asked of them, typically because they don't want to.

Leisurely (Easy, Unhurried): This person is not prompt about doing anything. While not late, they will take until the last minute.

Magnanimous (Altruistic, Benevolent): This character is quick to give to others. This can be in the form of money, objects, influence etc.

Malicious (Mischievous, Wicked): This character deliberately causes problems or acts in ways others view in a negative light.

Meddlesome (Interfering, Prying): Personal boundaries are a foreign concept to this character. They get in the way and ask too many questions of sensitive subjects.

Methodical (Precise, Systematic): This person has a methodology for doing things which results in accurate and consistent results.

Meticulous (Scrupulous, Thorough): This character will double, triple, and even quadruple check everything to ensure nothing was missed.

Moody (Temperamental, Morose): Quick to swing from one emotion to another, this character's temperament is unstable.

Morbid (Gruesome, Sinister): Graveyard humor, generally disgusting behavior or downright evel actions are common from this person.

Mystical (Magical, Spiritual): Either via religion or philosophy, this character is in tune with the world around them.

Narcissistic (Self-Absorbed, Vain): This character considers themselves the center of everything and is focused only on themselves.

Neat (Spotless, Well-Ordered): This person is very concerned with keeping themselves and their surroundings organized and clean.

Nihilistic (Defeatist, Pessimist): There is no point or things will get worse. This person believes the worst possible outcome is most likely.

Noncommittal (Guarded, Vague): This person is hesitant to provide firm answers or to directly answer questions. This extends to their actions as well.

Observant (Attentive, Perceptive): This character can see things others may not or notice if something is out of place; or the best place to hide something.

Persuasive (Convincing, Swaying): Able to sell sand to Sand Riders. A person with this quality doesn't have trouble getting others to believe them.

Secretive (Mysterious, Private): Everyone has secrets, but this person seems to have more than just a few skeletons in their closet.

Suspicious (Skeptical, Wary): It's good to question the world you live in, but this character takes it one step further. They tend to not take things at face value.

Unconvincing (Implausible, Unbelievable): Try as hard as they might, this character has trouble getting people to believe the things they say or do.

HEAVY GEAR

CHARACTER SHEET

NAME: **GENOTYPE:** **GENDER:**

AGE: **NATIONAL ORIGIN:** **ARCHETYPE:**

LIFEPATH

DESCRIPTION

CONTACTS

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES

QUIRKS

ADVERSITIES

PERKS

FLAWS

PERSONAL INVENTORY

WEAPONS & ARMOR

SKILLS

DOMAIN	SKILL	LVL	EXP

MISCELLANEOUS

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HEAVY GEAR

VEHICLE SHEET

NAME:

VARIANT:

TV:

ACTOR TYPE:

HEIGHT:

CREW	MR	ARM	GU	PI	EW

DAMAGE RESULTS

DESCRIPTION	-D6
REMAINING HULL INTEGRITY	

WEAPON SYSTEMS

NAME	RANGE	DAMAGE	MODE	AMMO	LOCATION

CUSTOMIZATION

LOCATION	SLOTS
TORSO	
RIGHT MANIP	
LEFT MANIP	
RIGHT SHOULDER	
LEFT SHOULDER	

TRAITS & EQUIPMENT

MISCELLANEOUS

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HEAVY GEAR

CHARACTER SHEET

NAME: Narong Li
GENOTYPE: Human
GENDER: Male
AGE: 37
NATIONAL ORIGIN: Mekong Dominion
ARCHETYPE: Caretaker R-1

LIFEPATH

Peacekeeper Field Mechanic

DESCRIPTION

CONTACTS

Tony Lamora: Vehicle Parts Distributor
Xiuying Gershen: Motor Pool CO

DAMAGE RESULTS

DESCRIPTION	SHELL	SYSTEM	-D6

APTITUDES

Creative

QUIRKS

Fit
Jovial

ADVERSITIES

Face only a mother could love

PERKS

Creative: 1

FLAWS

Debt: 1 Gambling Problems

PERSONAL INVENTORY

Field Tech Rig [R] (Battlefield Repair: +1d6, +1 Reliable) Military Dataglove (Battlefield Repair: +1TB) Vehicle Maintenance Kit (Maintenance +2d6, Bulky), Data disks containing 12 terabytes of obsolete tech manuals [G]

WEAPONS & ARMOR

Medium Pistol (modded: Light, Rapid Falloff)
Light Flack suit [S]
Light Cutting Torch

SKILLS

OOMAIN	SKILL	LVL	EXP
Electronics	Vehicle Systems	1	
Mechanics	Demolitions	1	
Mechanics*	Battlefield Repair	3	
Mechanics*	Maintenance	2	
Pilot	Evasive Driving	1	
Awareness*	Combat Awareness	1	
Gunnery	Small Arms	1	
Craft	Metalworking	2	
Electronics	ONNet	2	
Pilot	Heavy Gear	1	
Culture	Street Racing	1	
Hard Science	Physics	1	

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HEAVY GEAR

CHARACTER SHEET

NAME: Adil Sugaruro **GENOTYPE:** Human **GENDER:** Male

AGE: 25 **NATIONAL ORIGIN:** Sourthern Republic **ARCHETYPE:** Commander R-1

LIFEPATH

Exiled Southern Republic Recce Officer

DESCRIPTION

CONTACTS

Siobhan North: ESU Emir's Ex-security chief
Guillaume Kurt: College friend and lawyer in the SR
Placide Amsel : SR PMC commander fighting CEF

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	

APTITUDES

Cunning
Sensors Savant

QUIRKS

By the Book

ADVERSITIES

Jaded

PERKS

Perceptive: 1

FLAWS

Wanted: 1 Sourthern Republic

PERSONAL INVENTORY

Professional Dataglove [G] (Gear Cadre Command +1TB)
Military MOD [G] (Upgrade: Live Translate)

WEAPONS & ARMOR

Medium Pistol (User Locked)
Saber
Chaff Grenades (Unstable)
Gear Pilot Suit (AR: 1, Crash protection)

SKILLS

DOMAIN	SKILL	LVL	EXP
Influence*	Gear Cadre Command	3	
Pilot	Heavy Gear	3	
Awareness	Sensors	2	
Gunnery	Heavy Gear	2	
Electronic Warfare*	Comms	1	
Tactics	Recon Unit Ops	2	
Medicine	First Aid	1	
Melee*	Saber Dueling	1	
Influence	Negotiation	1	
Investigation	Post Battle Analysis	1	

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HEAVY GEAR

CHARACTER SHEET

NAME: Laviv inthavong
GENOTYPE: Human
GENDER: Male
AGE: 32
NATIONAL ORIGIN: NuCoal
ARCHETYPE: Duelist R-1

LIFEPATH

West Basel Refugee

DESCRIPTION

CONTACTS

Cheggy Lee: Childhood friend, worker and mob boss in Port Arthur industrial district.
Soldier Vivaldi: Miranda class vehicle commander in the PAK, former romantic partner

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES

People Person

QUIRKS

Competitive
Hot Headed

ADVERSITIES

Workaholic

PERKS

Influence: 2

FLAWS

Small: 1
Fragile: 1

PERSONAL INVENTORY

Experimental Duelist Rig [R] (Tactics Gear Dueling: +1d6, +1 Reliable)
Military Dataglove [G] (Showmanship: Gear Dueling: TB:1)
MOD [G] (Upgrade: Cam bot)
Stored confidential data: Near Peer Enemy Gear Specs [G]
Maintenance Kit (Gear Maintenance: +2d6), Well Trained
N-Net [G]

SKILLS

DOMAIN	SKILL	LVL	EXP
Melee*	Heavy Gear	3	
Pilot*	Heavy Gear	3	
Gunnery	Heavy Gear	2	
Tactics	Gear Dueling	2	
Showmanship	Gear Dueling	2	
Survival*	Shanty Towns	1	
Institutions	Port Arthur Korps	1	
Culture	Human/GREL Interactions	1	
Awareness	Reading-The-Room	1	
Mechanics	Gear Maintenance	1	

WEAPONS & ARMOR

Light Pistol
Vibro Knife
Gear Pilot Suit (AR: 1, Crash protection)” Gear Pilot Suit (AR: 1, Crash protection)

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HEAVY GEAR

CHARACTER SHEET

NAME: Alice Rodriguez
GENOTYPE: Human
GENDER:
AGE: 29
NATIONAL ORIGIN: Humanist Alliance
ARCHETYPE: Fixer R-1

LIFEPATH

HIRA Intel Agent

DESCRIPTION

CONTACTS

Yiannos Ortenya: HIRA cell leader in Peace River
Mai Baynz: Local artist

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	

APTITUDES

Iron Willed

QUIRKS

Petite
Intense Presence

ADVERSITIES

Consumed by Hate

PERKS

Creative: 1
Strong Willed: 1

FLAWS

Fixation:1 Vengeance against the Republic
Socially Inept

PERSONAL INVENTORY

Dataglove [G] (HIRA Tactics : +1TB)
Military MOD [G]
First Aid Kit [K] (First Aid: +1d6)
Fancy Clothing

WEAPONS & ARMOR

Light Pistol (Modded: Concealable, Silenced, Rapid Fall off x2, Ammo Hog)
Light Flack Vest (AR: 1, Vest)

SKILLS

DOMAIN	SKILL	LVL	EXP
Gunnery	Small Arms	1	
Melee	HAPF Self Defense	1	
Survival	Urban Infiltration	1	
Survival*	Stealth Ops	1	
Awareness	Combat Senses	1	
Tactics	HIRA Tactics	2	
Medicine	First Aid	1	
Institutions	Humanist Bureaucracy	1	
Investigation	Social Media Analysis	1	
Investigation*	HIRA Methods	3	
Investigation	Financial Records	1	
Social Science*	Psychology	1	
Influence	Interrogation	2	

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HEAVY GEAR

CHARACTER SHEET

NAME: Merrick Timones
GENOTYPE: Human
GENDER: Male
AGE:
NATIONAL ORIGIN: WFP
ARCHETYPE: Grunt R-1

LIFEPATH

Duelist Washout

DESCRIPTION

CONTACTS

Harley D'houston: Sorrento Revisionist priest in NLC
Toni Machabro: Westridge Trench caravan leader
Ira Muhammad: Marshal near Wounded Knee

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES

Built Like A Barnaby

QUIRKS

Duelists Pride
Seen It All

ADVERSITIES

Guilt

PERKS

Tough: 1
Strong: 1
Large: 1

FLAWS

Fixation: 1 (Guilt over abandoned extended family)
Traumatized: 2 (Husband and child dead)

PERSONAL INVENTORY

MOD [G] (upgrade Zero Sum Magnate)
Flask of cheap booze [G]
Revisionist trinket [G]
Gear Pilot VR-helmet [G]

SKILLS

DOMAIN	SKILL	LVL	EXP
Gunnery*	Heavy Gear	3	
Pilot	Heavy Gear	3	
Melee*	Gear Melee Weapons	2	
Tactics*	Dueling	2	
Melee	Barehanded Brawls	2	
Athletics	Weight Lifting	1	
Institutions	Northern Guard	1	
Culture	Caravans	1	
Showmanship	Intimidation	1	
Pilot	Trucks	1	

WEAPONS & ARMOR

Heavy Knife
Medium Pistol
Heavy Assault Rifle w/Underslung Light Shotgun
3x Frag Grenades
Medium Flak Vest

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HEAVY GEAR

CHARACTER SHEET

NAME: Octavia Iyapo
GENOTYPE: Human
GENDER: Female
AGE:
NATIONAL ORIGIN:
ARCHETYPE: Pilot R-1

LIFEPATH

Rover Kid

DESCRIPTION

CONTACTS

Corvid Esposito: PRDF local defense militia duelist.
Kim Luwal: Weapons dealer for the Kolson cartel.
Opal: Well known Khayr ad-Din salvaged electronics dealer.

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	
SHELL — SYSTEM	

APTITUDES

Indefatigable

QUIRKS

Rover's Code
Adrenaline Junkie

ADVERSITIES

Rescuer

PERKS

Strong Willed: 1

FLAWS

Enemy: Badlands Marshals in WFP

PERSONAL INVENTORY

IFAK [K] (first aid +1d6)
Multi-Tool [G]
Dataglove [G] (Intrusion TB: +1)
MOD [G]
Mem-Compass [G]
Desert Suit [S]
Camo cloak [S] (Stealth Ops: +1d6)

WEAPONS & ARMOR

Light Grenade Launcher (Compact, Rapid Fall Off)
Flash Grenades
Smoke Grenades
Light Pistol
Gear Pilot Suit [S]

SKILLS

DOMAIN	SKILL	LVL	EXP
Tactics	Stealth Ops	3	
Pilot*	Heavy Gear	3	
Awareness*	Danger Sense	2	
Gunnery	Heavy Gear	2	
Electronic Warfare	Intrusion	2	
Mechanics	Field Repairs	1	
Influence	Calming Presence	1	
Survival*	Navigation	1	
Pilot	Off-Road Vehicles	1	
Culture	Rovers and Mercs	1	

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HEAVY GEAR

CHARACTER SHEET

NAME: Zafrina Stolzner
GENOTYPE: Human
GENDER: Female
AGE: 22
NATIONAL ORIGIN: ESE
ARCHETYPE: Scout R-1

LIFEPATH

ESE Trooper

DESCRIPTION

CONTACTS

Ontos Tessenreg: Skavaran Merchant & former mentor
Talia Jensen: Skavaran Shopkeeper, former lover interest

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES

Survivor

QUIRKS

Ambitious
Blunt

ADVERSITIES

Depressed

PERKS

Lucky: 2
Agile: 1

FLAWS

Trauma: 2 (PTSD)
Enemy: 1

PERSONAL INVENTORY

Survival Kit [K] (Stealth Ops +1d6)
Military MOD [G] (upgrade: Cam-Bot)
Non-Descript Clothing [S] (Survival Skavara Streets +1d6)
IR goggles [G]
Sub-Dermal coms [G]

WEAPONS & ARMOR

Infiltration Suit [S] (AR: 1, Stealth Ops: +1d6, Flaw: Difficult to Repair)
Medium Rifle (Silenced, Bulky) w/nightvision scope
Stealth Suit [S]
Light Smoke Grenades x 3

SKILLS

DOMAIN	SKILL	LVL	EXP
Gunnery*	Small Arms	2	
Melee	Hand to Hand Combat	2	
Survival	Land Navigation	1	
Survival*	Stealth Ops	2	
Survival	Skavara Streets	2	
Awareness	Combat Awareness	2	
Awareness	Urban Crowds	1	
Craft	Camouflage	1	
Medicine	First Aid	1	
Tactics	MILICIA Tactics	1	
Athletics*	Manual Labor	1	
Culture	Street Life	1	

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HEAVY GEAR

CHARACTER SHEET

NAME: Jurgen Tolan
GENOTYPE: Human
GENDER:
AGE: 31
NATIONAL ORIGIN: UMF
ARCHETYPE: Techie R-1

LIFEPATH

UMFA Weapons Tech

DESCRIPTION

CONTACTS

Zeb Gassani: Paxton tech rep, explosives enthusiast)
Sandra Ng: Local computer systems expert, video game fan

DAMAGE RESULTS

DESCRIPTION	-D6
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	
SHELL SYSTEM	

APTITUDES

Mechanically Minded

QUIRKS

Focused Introvert

ADVERSITIES

Partially Def

PERKS

Knowledgable: 2

FLAWS

Unhealthy: 2

PERSONAL INVENTORY

Goggles [G]
Light Flack Vest [S] (Vest, Fireproof, Heavy
Light Flack Vest [S] (Vest, Fireproof, Heavy
3x Hits of Strat
Portable Trideo Display [G]
Trideo Monster Madness 10, Home metalworking shop [W] (Metalworking +1d6)

WEAPONS & ARMOR

Light Flack Vest [S] (Vest, Fireproof, Heavy
Medium Pistol

SKILLS

DOMAIN	SKILL	LVL	EXP
Mechanics	UMF Vehicle Weapons	2	
Mechanics	Demolitions	2	
Mechanics*	Vehicle Maintenance	1	
Gunnery	Small Arms	1	
Electronics	Vehicle Weapons	2	
Electronics	Gear Systems	1	
Business*	Military Logistics	1	
Awareness	Combat Awareness	1	
Craft	Explosives	2	
Craft	Metalworking	1	
Hard Science	Chemistry	1	
Hard Science*	Physics	1	
Culture	Trideogaming	1	

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FOURTH EDITION

DP9-9400eb

HEAVY GEAR®

The distant world of Terra Nova, once one of humanity's brightest colonies, is at war. Abandoned by Earth centuries ago, Terra Nova has had to endure and survive on its own.

The year is now AD 6146, or TN 1954 by the local calendar and Earth has returned. This return is not one of a mother reaching out to her lost child, but one of violent conquest and oppression. The last several years have seen Earth forces subjugate large swathes of the planet, overwhelming the defenders with hordes of advanced hovertanks and super soldiers called GREL. At the forefront of the defense are the iconic heavy gears of Terra Nova. These 4 to 5 meter-tall, one man combat walkers give the defenders an edge over the invaders. As a middle ground between tanks and infantry, gears stand as Terra Nova's greatest weapon against the encroaching Earth forces. Despite this, the scale and power of the invaders have taken their toll. Unable to push the invaders back, the nations of Terra Nova have been caught in a war of attrition they cannot sustain any longer.

All is not lost. Even now, rumors of military forces gathering in secret are spread in the dark alleys of Terra Nova alongside claims of hidden armories and caches created for just this situation. The Black Talons, Terra Nova's elite offworld special operations group have almost disappeared, their actions kept secret from all. A reckoning is coming.

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- An immersive character creation system focused on your character's personality as well as skills and attributes.
- 8 playable archetypes and 14 national origins. Supports playing as a GREL.
- Offers a dynamic team development system to link to your campaign.
- Over 200 vehicles with hundreds of variants and deep vehicle customization.
- Full bestiary of creatures from Terra Nova.
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- Plus, guidelines for converting 2nd Edition characters and vehicles to 4th Edition.

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HEAVY GEAR

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